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TUNKU ABDUL RAHMAN UNIVERSITY OF MANAGEMENT AND TECHNOLOGY

In collaboration with:

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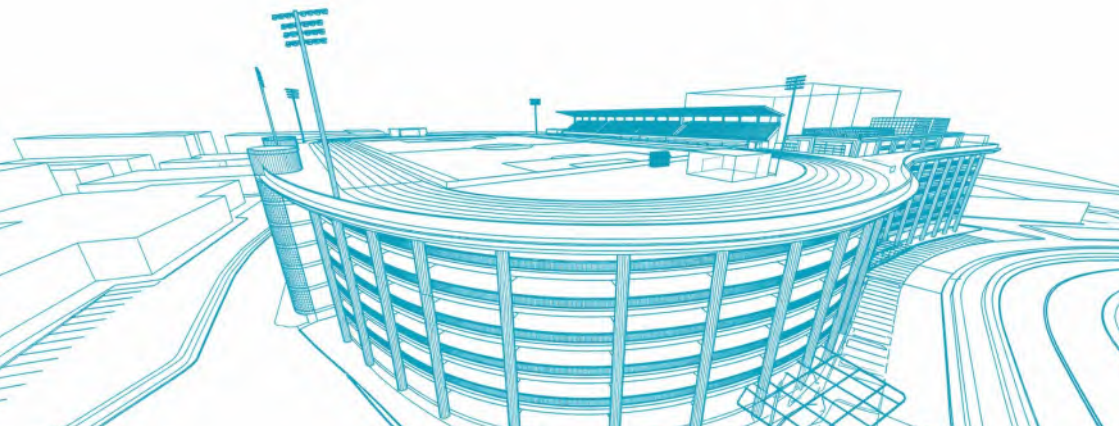
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988

STEAMx² @ TARUMT

STEAMing the Future Beyond Education

13–15 NOV 2026 | 8.30AM–5.30PM | TAR UMT



STEAM @ TAR UMT in a glance

VISION

To inspire Malaysia's future innovators through discovery, creativity, and meaningful engagement in Science, Technology, Engineering, Arts, and Mathematics (STEAM).

MISSION

- To spark curiosity and develop practical STEAM skills through hands-on workshops, exhibitions, and competitions.
- To connect students and educators with universities, industry leaders, and professional bodies.
- To encourage innovation, problem-solving, and awareness of future learning and career opportunities.

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Message from the Chairman



Message from the Chairman of Tunku Abdul Rahman University of Management and Technology (TAR UMT) Board of Governors

It gives me great pleasure to welcome all participants, educators, industry partners, and visitors to STEAM @ TAR UMT 2026. Science, Technology, Engineering, Arts, and Mathematics offer complementary ways of understanding our world and improving lives. By bringing these disciplines together, STEAM education encourages young people to ask thoughtful questions, explore possibilities, and turn ideas into practical solutions. These abilities are essential as Malaysia develops its talent and capacity for innovation.

STEAM @ TAR UMT provides a valuable platform for this journey of discovery. Through exhibitions, workshops, competitions, and meaningful exchanges, participants can experience how knowledge connects with everyday challenges. I hope these experiences will inspire our young people to pursue their interests with confidence and recognise the difference they can make in their communities.

The festival also reflects the importance of collaboration in education. When schools, universities, industry, and professional bodies work together, we create richer learning opportunities and help young people see a wider range of possibilities for their future.

I extend my appreciation to the organising committee, staff, students, sponsors, and partners whose contributions have made this event possible. Your commitment helps bring STEAM learning closer to the wider community.

I wish everyone an inspiring and rewarding experience at STEAM @ TAR UMT 2026. May the discoveries made here encourage a lasting enthusiasm for learning and innovation.



Tan Sri Chan Kong Choy

Message from the President



Message from the President of Tunku Abdul Rahman University of Management and Technology (TAR UMT)

Welcome to STEAM @ TAR UMT 2026. We are delighted to bring together students, teachers, academics, industry representatives, and members of the public for three days of exploration and shared learning. At TAR UMT, we place great value on connecting knowledge with practice. STEAM education brings this approach to life by encouraging learners to investigate, design, build, and reflect. It also demonstrates how creative thinking and technical understanding can work together to address real challenges.

This festival invites participants to take an active role in learning. Whether experimenting in a workshop, discovering new technologies at an exhibition, or testing an idea in a competition, each activity offers an opportunity to develop confidence and deepen understanding. Equally valuable are the conversations with educators, researchers, and industry practitioners who can introduce new perspectives and possible pathways for further study.

To our young participants, I encourage you to remain curious and make the most of these opportunities. Ask questions, exchange ideas, and learn from every attempt. A result that differs from your expectations can be the beginning of a worthwhile discovery. I thank the organising team, volunteers, participating schools, speakers, sponsors, and collaborating organisations for their dedication and support. Your involvement makes this festival a meaningful meeting point for education, industry, and the community.

May STEAM @ TAR UMT 2026 inspire you to explore new interests, strengthen your skills, and take your next step towards becoming a future innovator.



Prof Dato' Indera Ir Dr Lee Sze Wei

FESTIVAL HIGHLIGHTS / 01

Student competitions

Five formats take students from an idea or a design brief to a prototype, presentation or live match.

01

13 NOV

InnovateX

A focused event-day challenge where primary school teams solve assigned pollution-themed STEAM problems through teamwork and rapid prototyping.

02

13-14 NOV

MLBB Esports School Master 2026

Primary and secondary school squads compete in an offline Mobile Legends: Bang Bang tournament for a RM10,000 prize pool.

03

14 NOV

STEAMverse

A proposal-led STEAM contest for students to develop creative solutions, present their ideas, and compete on the final competition day.

04

13-15 NOV

TAR UMT STEAM Combat Robotics

Secondary school teams assemble a standard 1 lb pushbot, learn to pilot it, and compete in category-based head-to-head battles.

05

14-15 NOV

STEAM x EnjoyAI Robotic Competition

Students aged 7-17 compete in Skyline Adventures, Inventions Trail, or Mining Expedition after a full-day workshop.

FESTIVAL HIGHLIGHTS / 02

What to explore

Visit the exhibitions, watch a competition or join a hands-on session. Check the event website for entry requirements.

EXHIBITIONS

Discover student and industry projects

Explore digital making, university research and technology demonstrations. The Arena directory lists the Digital Maker Exhibition and FutureMinds Tech Odyssey.

HANDS-ON WORKSHOPS

Try a new skill

Build AI-assisted projects with Agmo on 13 and 14 November. Explore drone flight, coding and AI vision with WonderAI on 14 November. The Arena directory also lists 3D Papercraft and The Nature of Alchemy.

LIVE COMPETITIONS

Watch teams in action

See school teams pilot pushbots, present pollution solutions and test their coding skills. *(See page 05 for the five competition formats)*

TALKS & DEMONSTRATIONS

Meet speakers and see technology at work

On Saturday, see the robotic dance and Intelligent Robot talks. Ichin Low of Luminous presents Understand Your Child, Connect Better.

Registration overview / statistics

Competitions and workshops

STUDENT REGISTRATIONS

2,700 approx.

140 approx.

TEACHER REGISTRATIONS

200 approx.

SCHOOL / CENTRE ENTRIES

Friday

DAY 01

TIME	PROGRAMME HIGHLIGHTS
07:30–08:00	Registration and participant arrival
08:00–09:00	STEAM exhibitions, technology showcases and workshops open
09:00–12:00	STEAMverse preparation; InnovateX One-Day STEAM Challenge; Robot Combat assembly workshop; Primary MLBB Esports competition
10:00–12:00	Agmo AI x STEAM Workshop
12:00–13:00	Lunch break
13:00–16:00	STEAMverse preparation; InnovateX One-Day STEAM Challenge; Robot Combat assembly workshop; Primary MLBB Esports competition
16:00–17:00	InnovateX prize-giving; STEAM exhibitions and workshops
17:00–17:30	Day 1 wraps up

Activities can run in parallel. Check the event website for individual competition timings.

Saturday

DAY 02

TIME	PROGRAMME HIGHLIGHTS
07:30–08:00	Registration and participant arrival
08:00–09:00	STEAM exhibitions, technology showcases and workshops open
09:00–12:00	STEAMverse Final Competition & Judging; Robot Combat Category A / Lower Secondary; STEAM x EnjoyAI workshop / preparation; Secondary MLBB Esports competition; WonderAI Drone Workshop *(morning session)*
12:00–13:00	Lunch break
13:00–16:00	Morning activities resume. GameVerse opens.
14:00	Robotic dance *(Red Bricks Theatre)*
14:30	Intelligent Robot talks *(Red Bricks Theatre)*
14:30–16:30	Agmo AI x STEAM Workshop
15:30–16:30	Understand Your Child, Connect Better by Luminous
16:00–17:00	GameVerse prize-giving; STEAM exhibitions and workshops
17:00–17:30	Day 2 programme concludes

Sunday

DAY 03

TIME	PROGRAMME HIGHLIGHTS
07:30–08:00	Registration and participant arrival
08:00–11:00	STEAM x EnjoyAI Robotic Competition; Robot Combat Category B / Upper Secondary; STEAMverse judging continuation if required
11:00–15:00	**Closing & Award Ceremony** *(See page 11)*
15:00–16:00	STEAM exhibition final visit, participant networking and activity showcase
16:00–16:30	STEAM @ TAR UMT 2026 concludes

See pages 12–16 for TAR UMT Arena venues

SUNDAY / 15 NOV 2026

Closing & Award Ceremony

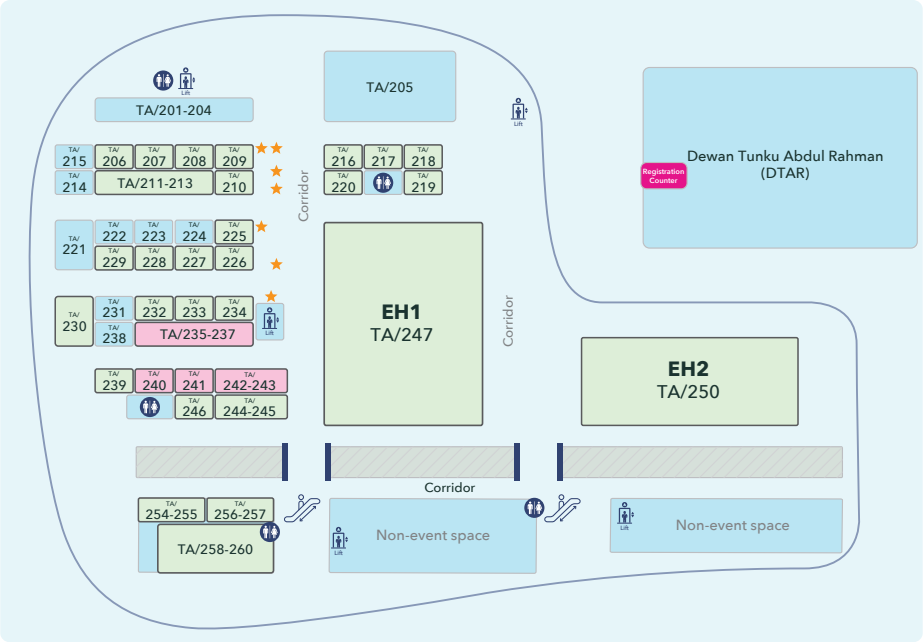
CEREMONY VENUE

Red Bricks Theatre / Auditorium
Level 4, TAR UMT Arena

10:30AM	Arrival of guests
10:45AM	Arrival of Guests of Honour
11:05AM	National anthem
	Safety briefing
	Robotic dance performance
	Speech by Tan Sri Chan Kong Choy, Chairman of TAR UMT Board of Governors
	STEAM @ TAR UMT highlights
	Token of appreciation to sponsors, partners, and organising committee
12:00PM	Award ceremony
2:55PM	Group photo
3:00PM	End

TAR UMT ARENA / EVENT VENUE DIRECTORY

Level 2 map



MAP LEGEND

Escalator | Lift | Washroom | ★ Special Booth

Non-event space | Event on all three days | Event on specific day(s)

OTHER VENUES IN TAR UMT ARENA

LEVEL 1	EH 3 | TA/133: KLESF Booths (13-15 Nov)
GROUND FLOOR (BAYU WALK)	Food trucks and beverages (13-15 Nov)

TAR UMT ARENA / FIND YOUR EVENT

Level 2 room listings

Match the room code on the map to the activity below.

TA/206	Candy Corn
TA/207	Guess the Number
TA/208	Place the Value
TA/209	Flower Garden
TA/210	See it, Scan it, Engrave it! A Digital Maker Exhibition
TA/211-213	STEM City - Role Play
TA/216	Build Your Own Mobile Robot: Exploring Robotics Through Hands-on Engineering (UiTM)
TA/217	DroneX: Take Flight
TA/218	The Bright Spark: Build Your Own Light-Up Project
TA/219	Programming Briefing
TA/220	School of Architecture (SOA)
TA/225	A Movement Wellness Initiative Workshop
TA/226	Pop & Puff Physics
TA/227	Cinematic Story-Stitching Demonstration
TA/228	Future Chefs - Hospitality Pavilion
TA/229	Crazy Mad Scientist
TA/230	Agmo Ai Workshop
TA/232	Robotic Arm Cup Stacking Challenge! Grab, Stack, Win
TA/233	Ping Pong Relay Challenge
TA/234	Warhammer Miniature Painting

TAR UMT ARENA / FIND YOUR EVENT

Level 2 room listings

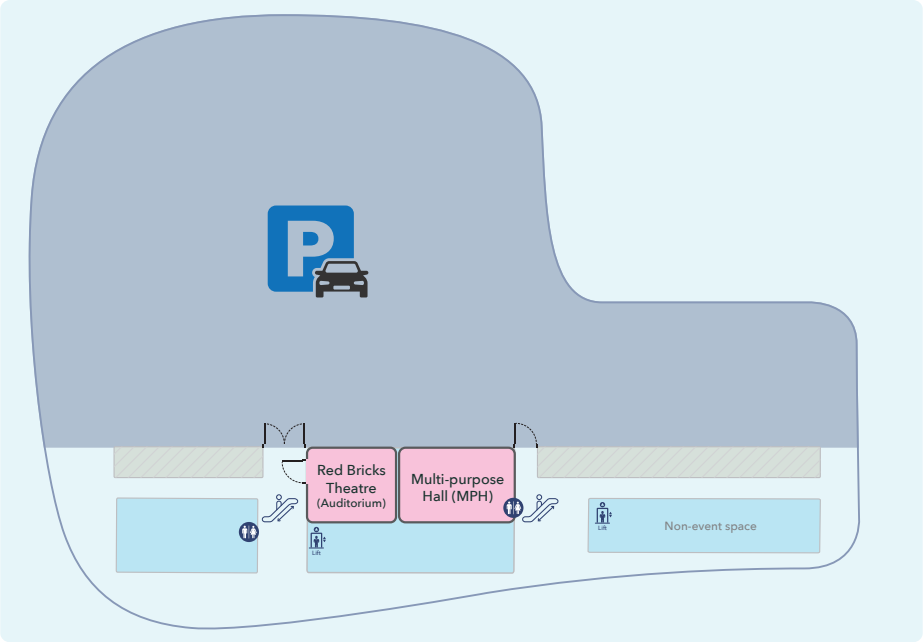
TA/235-237	InnovateX (13 Nov)
TA/239 / TA/258-260	Psychology Exhibition
TA/240	• InnovateX (13 Nov) • AI + Design Workshop (14-15 Nov)
TA/241	• InnovateX (13 Nov) • 3D Papercraft / The Nature of Alchemy (14-15 Nov)
TA/242-243	GameVerse (13-14 Nov)
TA/244-245	Combat Robotics Competition
TA/246	Mini Content Creator Studio - Lights, Camera, Create!
EH1 / TA/247	• STEAMverse: AI Urban Living • Genisom AI, Shadow Combat League, WonderAI, Agmo, Maiyue & Luminous booths / demos • Immersive STEM Desk
EH2 / TA/250	• STEAMverse: Creative Future; MFM Exhibition • English activities: tentatively EH2
TA/254-255	Early Childhood Exhibition
TA/256-257	FutureMinds Tech Odyssey

★ SPECIAL BOOTH

1) Watsons
2) CUCKOO
3) Pla+ Studio
4) One Space Wellness
5) Vanilla Crepe
6) Kumpoo
7) Hup Lick Publishing (M) Sdn. Bhd.

TAR UMT ARENA / EVENT VENUE DIRECTORY

Level 4 map



MAP LEGEND

Escalator Lift Washroom

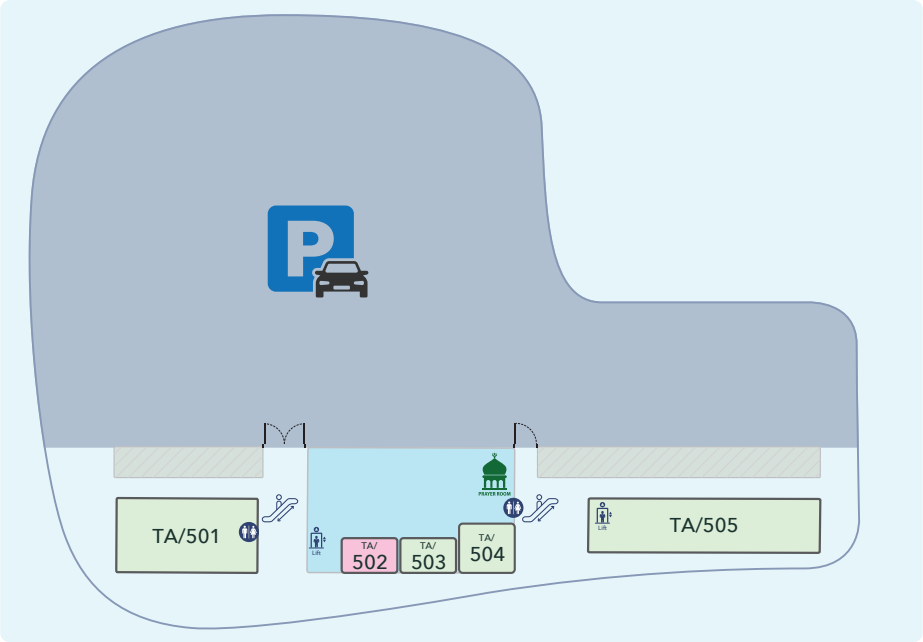
Non-event space Event on all three days Event on specific day(s)

FIND YOUR EVENT

Red Bricks Theatre	• InnovateX Prize-giving (13 Nov) • GameVerse Talks & Prizes; Robotic Dance; UiTM Talk; Luminous Career Talk for Parents (14 Nov) • Closing Ceremony (15 Nov)
Multi-purpose Hall (MPH)	• Esports (13-14 Nov)

TAR UMT ARENA / EVENT VENUE DIRECTORY

Level 5 map



MAP LEGEND

Escalator Lift Washroom Prayer Room

Non-event space Event on all three days Event on specific day(s)

FIND YOUR EVENT

TA/501	Enjoy AI
TA/502	Luminous Consultation (14 Nov)
TA/503	Reserved
TA/504	Reserved
TA/505	Reserved

EVENT ORGANISATION

STEAM @ TAR UMT Organising Committee

MAIN ORGANISING COMMITTEE

Organising Chair	Assoc. Prof. Ts. Dr. Lim Li Li
Vice Chair	Prof. Ir. Dr. Goh Kam Meng
Secretary 1	Assoc. Prof. Ir. Ts. Dr. Tan Xiao Jian
Secretary 2	Assoc. Prof. Ir. Dr. Chiew Tsung Heng
Treasurer	Mr. Low Boon Tiong

MAIN COMPETITION COMMITTEE

STEAMverse	Pn. Choong Kai Li
Robot Combat	Assoc. Prof. Ir. Dr. Chiew Tsung Heng
EnjoyAI	Dr. Thien Yee Von
Innovatex	Dr. Kee Boon Hui
MLBB	Mr. Guan Leong Heng

EVENT ORGANISATION

Supporting Committee

Publicity/ Marketing/ Registration

Ts. Ooi Swee Yaw,

Department of Corporate Communication and Marketing (CCM)

Venue/ Technical Support/ Logistic and Equipment

Ts. Choo Shyh Chin,

Department of Facilities Management (DFM)

Food Vendor/ First-Aid Service

Mr. Tan Seng Seng,

Department of Student Affairs (DSA)

Multimedia and CITC Support

Dr. Kwang Chit Hwa,

Communication and Information Technology Centre (CITC)

Security and Traffic

Mr. Foo Tzi Jang,

Department of Security (DOS)

ACKNOWLEDGEMENTS

Thank you to the schools, educators, partners, volunteers and event teams who helped bring the STEAM @ TAR UMT festival to life.

ORGANISED BY

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