

Institute Interaction with Industry 4.0 Hub

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Abstract: *The Industry 4.0 revolution poses new challenges for students to develop advanced computer technology skills. This demand is transforming the traditional method of learning using more manual tools to using digitally based computer software. Interactive multimedia is a type of media that utilizes portable and mobile computing devices and Android-based smartphones. Interactive multimedia can display information in text, image, audio, video, and animation formats. Information can be presented in a real-time environment anytime, anywhere. Interactive multimedia content helps make the learning process effective. In addition, interactive multimedia content has the potential to improve student motivation and learning outcomes, and to train higher thinking skills such as analytical, critical and creative thinking. The use of interactive multimedia content in learning requires the availability of technology, student readiness, teacher readiness, school policy and stakeholder synergy. The methods used in this study were observation of learning activity and literature review with reference to a variety of relevant sources. Android-based interactive multimedia is therefore one of the solutions to improve the quality of learning and prepare students to cope with the competition in the era of Industrial Revolution 4.0. This post aims to build a common framework in the field to facilitate exchanges between industry professionals and academics. First, we actively collect, review, and publish data from industry experts and those who need solutions to their problems. Interactions become more focused and meaningful. A new focused application will serve as one of the tools to facilitate, facilitate, evaluate and monitor the implementation of this effort. The portal will update both parties' actual local information, highlight problem areas where dialogue is sought, and develop ideas for addressing practical or conceptual issues faced by either party. I guess. The underlying theme of this concept is to build systematic connections that bridge the gap in determining the appropriate resources to solve problems between the industry and various stakeholders.*

Keywords: Industry Institute Interaction(IIC), Industry 4.0

I. INTRODUCTION

The Institute's interaction with industry is seen as a platform to showcase best practices, the latest technological advances, their implementation and their impact on the industry. The basic premise is that the quality of technical education will improve in line with the needs of industry. Integrating industrial training and other inputs from industry into the teaching-learning process requires interaction to develop students' awareness of their professional role in industry. Attitude to adapt to industrial environment, appropriate practical and relevant knowledge, skills and abilities towards self-employment. Industrial Revolution 4.0 has had a huge impact on the population of Indonesia. Through open access to information and the emergence of an unprecedented variety of employment opportunities, the Industrial Revolution offers tremendous opportunities for those who desire progress and development. On the one hand, Industrial Revolution 4.0 poses a threat to communities because of their slow adaptability. Many jobs are increasingly being replaced by robots and machines. Such a state is called a disruptive age and is characterized by many uncertainties due to the effects of rapid technological change[1]. The first industrial revolution began with the invention of the steam engine in the 18th century. Historically, this revolution brought about a dramatic improvement in the economy, with the countries of the world increasing their gross domestic products six times in two centuries after the Industrial Revolution.

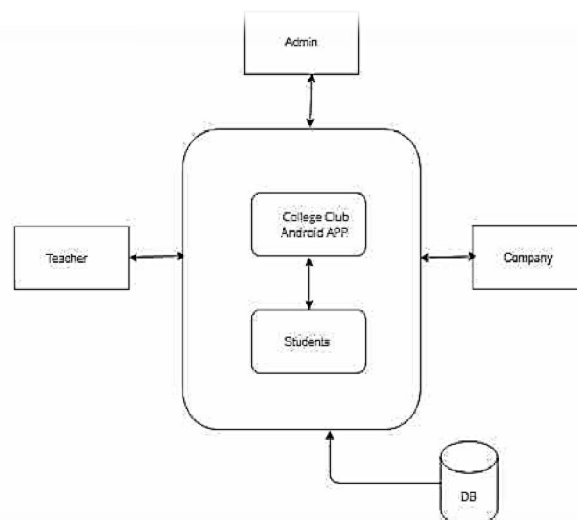
II. OBJECTIVES

- IIIC's goal is to close the gap between industry and academic expectations and to inform students and faculty about current trends and practices..
- Curriculum design based on industry needs.
- Create employable student “industry ready students”.

III. PROPOSED METHODOLOGY

The purpose of this system is to provide solutions to users through solution providers. Increase participation and participation of academics and business people in web portals. The web platform offers help to those in need. Encourage more people to sign up on our portal. Promoting diverse industrial activities by employees and students and building close relationships with the industrial world. To keep pace with increasing industry collaboration activities and, more importantly, to facilitate the future expansion and development of research institute-industry collaborations. Volunteers actively collect, verify, and publish information from industry experts and others who need help solving problems..The university has maintained close ties with industry and placed importance on promoting various industrial activities by faculty, staff and students. Respond to the increasing scale of industrial collaboration activities and, more importantly, to promote further growth and development of exchanges between research institutes and industry. There is no such link between small industries and professionals who are willing to work for a legitimate cause without charging large fees to support them. There is an urgent need to match such workers with people who not only provide free help, but also have the intention of helping society.

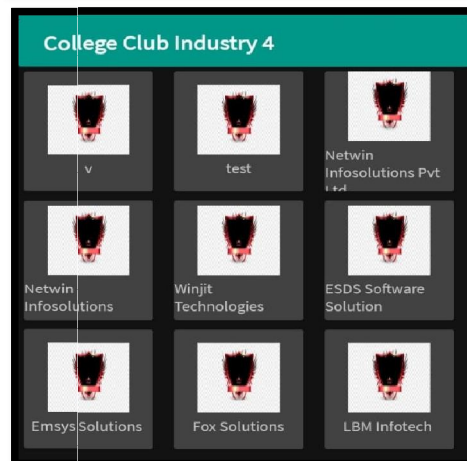
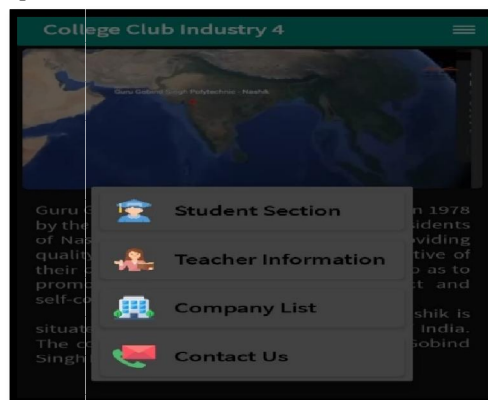
We would like to build a system in the field that facilitates communication between academics and business people. First, we actively collect, verify, and publish information from industry experts and people seeking solutions to problems. Conversations become more focused and meaningful. One of the tools for facilitating, facilitating, evaluating and monitoring campaign execution is a new dedicated web portal. This portal will contain up-to-date information on the actual situation and location of both parties, as well as problem areas in which involvement is sought and developed to address practical or conceptual issues presented by either party. It also includes solutions that Various efforts are being made to facilitate interaction between departments and branches. This will have a significant impact on the engineering curriculum, allowing engineering students to experience the atmosphere of industry and subsequently place young graduate engineers in industries across the country. These goals have been achieved through fruitful partnerships with several well-known industries. We will appropriately improve the quality of technical education in order to meet the needs of industries and companies. Technical education systems must operate at optimum efficiency and provide employers with quality products.

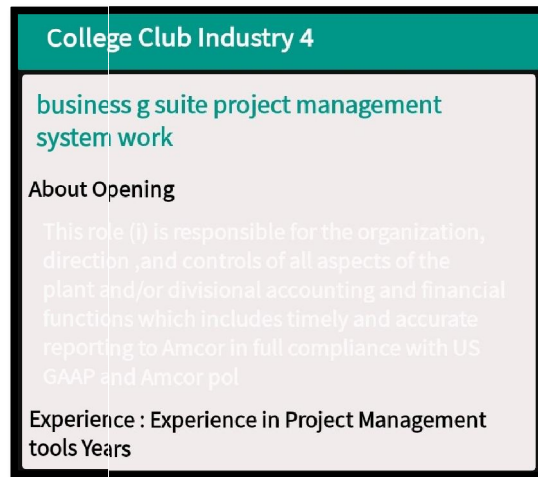


Block Diagram

IV. METHODOLOGY

1. College Connect Students
 - a. Student Sign up
 - b. Sign In
 - c. Profile
 - d. Choice of connect with Industry
2. College Connect Faculty
 - e. Sign up process
 - f. Sign in
 - g. Profile
 - h. Choice of the Connect with Industry
 - i. List of the Industry
3. College Connect student Admin
 - j. Manage Student
 - k. Manage Faculty
4. College Connect with Industry 4.0
 - l. Sign in And Sign up
 - m. Add Company Info
 - n. Upload new technology
 - o. Receive the Student result
 - p. New announcement latest trends
5. Sent Notification training expert Talk etc.





V. CONCLUSION

The use of Android-based interactive multimedia content is crucial to the learning process. Android-based interactive multimedia, both online and offline, can interactively explain learning content such as text, images, video, and audio, increasing student learning interest in line with Industry 4.0 requirements. .to the need of industrial era 4.0.

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