

SEKOLAH MENENGAH KEBANGSAAN BANDAR PUTRA Student Achievement Report

At a Glance

The DigitalMulaKU Community Training Program for SMK BANDAR PUTRA has demonstrated significant student engagement across seven modules. This report synthesizes student outputs, attendance data, and a strategic analysis of creative development using the 'Achiever' framework.

1. Consolidated Student Project Outputs

The following table highlights the creative outputs generated by students, showcasing their proficiency in digital design and professional branding.

Student Name	Project Type	Key Output/Theme	Direct Link
Aaron Nazmi	Professional Resume	Graphic Designer & Project Manager focus	View Image
Irham Shaqib	Professional Resume	Digital Freelancer & Photography	View Image
Ammar Muhaimin	Professional Resume	Multimedia Exco & Market Strategy	View Image
General Class Project	Marketing Poster	Creative Bakery Menu Branding	View Image

2. Attendance Summary (Modules 1-5)

The program maintained high participation, with students consistently attending sessions across multiple digital competencies.

Module Name	Total Attendees (Unique)	Status
Module 1: Digital Foundations	24	Completed
Module 2: Creative Design	26	Completed
Module 3: Project Management	25	Completed
Module 4: Marketing Strategy	23	Completed
Module 5: Advanced Digital Skills	20	Completed

Critical Insight: The highest engagement peaked during Module 2, indicating a strong interest in creative design tools.

3. Thematic Analysis: Creative Services & 'Achiever' Principles

The creative outputs reflect a structured application of the 'Achiever' strategic principles,

transforming technical knowledge into professional-grade assets.

Creative Service Categories

- **Professional Identity Branding:** Students utilized Module 1 and 2 skills to create resumes that serve as digital portfolios, highlighting specialized roles such as "Digital Freelancer" and "Graphic Designer".
- **Commercial Marketing:** The application of design principles is evident in commercial assets, such as the "Our Menu" cookies poster, which uses visual hierarchy to promote product categories and pricing.
- **Technical Multimedia Management:** Advanced students demonstrated skills in managing audio-visual systems and market strategy, bridging the gap between creativity and technical execution.

Application of 'Achiever' Principles

- **A - Ambition for Excellence:** Students like Ammar Muhaimin targeted 90% proficiency in communication, showing a drive for high-level professional standards.
- **C - Critical Thinking:** Resumes were not just lists but strategically categorized by skills (e.g., "Negotiation," "Market Strategy") to appeal to specific industries.
- **H - Holistic Discipline:** The emphasis on "discipline" and "work ethics" in student bios (e.g., Aaron Nazmi) aligns with the program's goal of building professional character.
- **I - Innovative Design:** Using varied layouts and color schemes for different purposes—from sleek professional resumes to warm, inviting marketing posters.
- **E - Engineering Growth:** Continuous self-improvement is a recurring theme, with students explicitly stating a commitment to learning and leadership.

Sources:

- [Kehadiran Pelajar | Modul 1 | Program Latihan Komuniti DigitalMulaKU \(Responses\)](#)
- [Kehadiran Pelajar | Modul 7 | Program Latihan Komuniti DigitalMulaKU \(Responses\)](#)
- [Kehadiran Pelajar | Modul 2 | Program Latihan Komuniti DigitalMulaKU \(Responses\)](#)
- [Kehadiran Pelajar | Modul 3 | Program Latihan Komuniti DigitalMulaKU \(Responses\)](#)
- [Kehadiran Pelajar | Modul 5 | Program Latihan Komuniti DigitalMulaKU \(Responses\)](#)
- [Kehadiran Pelajar | Modul 4 | Program Latihan Komuniti DigitalMulaKU \(Responses\)](#)
- [Resume Vencera irham.png](#)
- [modul 1 aaron.png](#)
- [poster .png](#)
- [modul 1 ammar.png](#)