



UNIVERSITI
TEKNOLOGI
MARA

Universiti
Melaka

V-MIEX

28 JUNE
06 JULY

2022

VIRTUAL-MELAKA INTERNATIONAL INTELLECTUAL EXPOSITION

ROAD TO COMMERCIALISATION

V-MIEX BOOK



V - MIIEX BOOK

'ROAD TO COMMERCIALISATION'

EDITORS AND COMPILERS:

Dr. Nur Hayati Abd Rahman
Dr Syukri Abdullah
Wan Hasmat Wan Hasan
Aini Qamariah Mohd Yusof
Norazlan Anual
Dr. Khairunnisa Abd Samad
Nordianah Jusoh @ Hussain
Rozana Othman
Norlela Abas
Azira Rahim

COVER DESIGN:

Adi Hakim Talib

PUBLISHED BY:

Division of Research and Industrial Linkages
UiTM Cawangan Melaka
KM26 Jalan Lendu,
78000 Alor Gajah, Melaka
Tel: +606-5582094 / +0606-5582190 / +606-5582113
Email: miixuitm@gmail.com
Website: <https://www.miiex.my/>
ISBN: 978-967-2846-04-8

All right reserved. No parts of this publication may be produces, stored in retrieval system or transmitted in any form by any means, electronic, mechanical, photocopying, recording, or otherwise without permission of the copyright holder.

FOREWORD

ASSOC. PROF TS. DR MOHD RASDI ZAINI
Rector
Universiti Teknologi MARA (UiTM) Cawangan Melaka



Welcome to Virtual-Melaka International Intellectual Exposition 2022 (V-MIIEEX 2022). It is an honour for me on behalf of UiTM Melaka Branch to thank all of you for joining the programme and we are proud to inform you that this is the 12th year consecutively, UiTM Melaka Branch is organizing this exposition.

V-MIIEEX 2022 is a platform to improve the commercialization collaboration among industries and communities and at the same time, we also give the opportunity to academicians and students to share ideas and increase their potential innovation products with the industries and communities through their projects. This exposition also serves as a platform to cultivate and upload the nation's innovation culture by presenting new ideas and research by young people, especially from academia, universities, college, high schools, and primary school students.

The economy and development of the country faced a challenging phase in 2021 due to the Covid-19 pandemic. We faced changes in business, education, society, and lifestyle. However, the pandemic proved to be a blessing in disguise as it somehow gave people ideas which would be beneficial to improve their lifestyle and solve problems that might occur in the future. Besides, the new digital landscape also inspires more innovation and new ideas that contribute to various activities such as business and industries. As a university that encourages the "Research, Innovation and Commercialization", this exhibition is organized to encourage more commercialization of products that are beneficial to scholars, industries, and communities to tackle such issues to improve our present and future life.

Since 2009, UiTM Melaka Branch has successfully become the organizer for this innovation exposition. We are not only successful in organizing the exposition, but I would proudly say that we have also successfully embarked on commercialized products. With the number of participants for this year's exhibition, we believe that more commercialized products will be produced in line with the theme for this year, "Road to Commercialisation".

This exposition would never happen without dedication, teamwork, and commitment. A round of applause should be given to the committee teams as the backbone of this exposition. Their hard work, effort, and time made this exposition possible.

Finally, I would like to conclude this brief remark by thanking all the participants and stakeholders for joining the exposition, we hope that this collaboration never ends here.

Thank you.



DR. NUR HAYATI BINTI ABD RAHMAN
Deputy Rector Research & Industrial Linkages
Universiti Teknologi MARA (UiTM) Cawangan Melaka

It is a great pleasure to welcome all the participants and presenters to the Virtual Melaka International Intellectual Exposition (VMIIEX 22). I am delighted that through this periodic event, we managed to bring together scholars and professionals from various fields to engage through this virtual platform where ideas and breakthrough are discovered and leveraged for commercialization potential.

Since 2009 UiTM Cawangan Melaka has held twelve Invention and Innovation Design competitions and this year we are very honoured to have the second year of VMIIEX organized in digital platform. This has proven that despite the global challenges due to the recent pandemic, it is never an issue for UiTM Melaka to continuously organize this yearly prestigious event and to support the ministry's aspiration in leveraging creativity and innovation in the new norm.

VMIIEX 22 is organized with no sole objectives of accomplishing the University's KPI but instead we are determined to make this programme as the place to help heighten commercialization collaboration in research and innovation with the industry and community through joint exhibitions from various external organizations.

Our aspiration is to also provide exposure and opportunities to academic staff as well as students from public and private universities to engage in direct excellent scholarly activities with the industry and community through activities that can be measured and assessed. As for the Research and Industrial Linkages Office of UiTM Melaka, this exhibition is seen as the platform that can encourage active collaboration and knowledge transfer with industries; objectively to support various activities that will benefit all stakeholders from the various government agencies, local and international universities, industries and communities.

Through the theme of "Road to Commercialization" this year, V-MIIEX 22 is committed to have this event as a boulevard to inspire and cultivate creativity and innovation to the numerous levels of inventors through exposure on latest technologies, astonishing ideas and creative designs with great potential to be commercialized. For this year, we proudly introduce a special category which is the "Endemic Challenge" as the provision to the government of Malaysia's goal of moving towards the endemic.

To ensure that the competing products in this exhibition is not exclusively for the purpose of competition, V-MIIEX 22 is dedicated for the commercialization of highly potential innovation products, which is attained through its active collaboration with tailored needs industries. The commercialization effort was not for income generation purpose only but it aimed to spearhead the development of quality products in line with industrial needs and community benefit.

Therefore, it is a great honour for me on behalf of the Research and Industrial Linkages Office as well as the organizing committee to have all participants in this competition and I would like to express my highest gratitude especially to the Rector of UiTM Melaka and all strategic partners and sponsors for supporting the event.

To finish, I sincerely wish VMIIEX 22 a remarkable success. I believe that this will not be the only collaboration between UiTM Melaka and the respective partners and linkages, but a beginning of a long and fruitful cooperation in future.

Thank you very much.

road to commercialisation...

WAN HASMAT WAN HASAN
Project Director V-MIIEEX 2022
Universiti Teknologi MARA (UiTM) Cawangan Melaka



Assalamualaikum and Warmest Greetings.

It gives me an enormous pleasure, on behalf of the organizing committee to welcome all participants and presenters to the Virtual -Melaka International Intellectual Exposition 2022 (VMIIEX '22) with the theme "Road to Commercialisation". We are honoured and glad to welcome all participants to this biennial event.

This is the second time that we have organized this biennial event virtually. V-MIIEEX 22 is an innovation competition, in which, innovation products, ideas and systems related to various science and technological fields are exhibited as a solution for the presented problems.

V-MIIEEX22 expectantly will be a platform that gathers experts from academies, scientists, and researchers, locally and internationally, to contribute towards the growth of scientific and technological knowledge in each participant's specialisation and expertise.

The competition also serves as a platform to give fresh exposure to the various level of inventors, as well as to encourage the culture of innovation design focused on latest technologies and related to new norms technologies and inventions due to COVID-19.

V-MIIEEX 22 is also hoped to be an avenue for gathering and disseminating the latest knowledge on ideas and acquisition of innovation among the participants. It is hoped that the competition will be able to open the mind of the participants towards latest technologies and design. It is also in line with the government's aspiration to encourage innovation activities in Malaysia.

As a final note, I would like to congratulate my fellow committee members for their tremendous effort, which have been critical to the event's success. In addition, I would like to thank our co-organizer, event sponsors and supporters. Optimistically, we wish that all new knowledge that is discovered, invented, or innovated will drive towards our future sustainability.

Thank you.

ABOUT V-MIIEEX

The world after COVID-19 is unlikely to return to the world that was. Despite the challenging pace during the pandemic, the strong rebound is expecting in this exciting year 2022. Malaysia is welcoming the great prospects ahead with positive impact on the country's economy and development. Hence, the hope for greater opportunities motivates for more creative thinkers to come up with innovative ideas that can be put forward to be harnessed to overcome similar problems in the future. V-MIIEEx 2022 is one of these platforms which contribute relevant ideas that could help communities of all walks of life cope with this pandemic.

UiTM has identified research, innovation, and commercialization to be among the core components and strategic effort towards becoming a well-known and prominent university. Aside from realizing this goal, with these components and efforts, fostering the development of knowledge, generating financial stability of the university, and producing knowledgeable academicians are also potentially achievable.

By having invention and innovation competition yearly, UiTM Cawangan Melaka is confident that it could further enhance creative and innovative abilities among staff and students. In support of the government notion which upholds the importance of innovation, UiTM Cawangan Melaka has taken the initiative of organising the Virtual Melaka International Intellectual Exposition (V-MIIEEx).

In instigating and nurturing the continuous culture of inventing and innovating, this event is an ideal platform for lecturers, administrative staff, students, and the public to showcase and commercialize their products or prototypes as well as novel ideas. The first IID which was held nationally in UiTM Cawangan Melaka in 2009, has successfully gathered and displayed more than 37 inventions and innovations. Accordingly, to continue this strong passion towards inventing and innovating, the IID competition should be continued and celebrated.

With that, the Division of Research and Industrial Linkages will be organising its 12th IID competition, the Virtual - Melaka International Intellectual Exposition (V-MIIEEx 2022) with the theme, 'Road To Commercialisation'. V-MIIEEx 2022 hopes to welcome 200 competing products to be showcased and commercialized, at the same time, attract attention of related and matching industry.

Objectives

1. Encourage and instill passion towards inventing and innovating among UiTM Cawangan Melaka staff, students and academicians of local and international higher education institutions;
2. Highlight distinguished talents of skillful inventors and exhibit intellectual products, inventions and innovations among local and private tertiary institutions, government and private agencies, including international participants;
3. Become an effective Business Matching platform for participating research products, matching industries and partnering government agencies;
4. Recognise, inspire and promote invention and innovation products to be patented and commercialized;
5. Increase passion towards inventing and innovating through research and boost interests of government and non-government agencies to obtain consultancy services from a line up experts of higher education institutions and UiTM Cawangan Melaka.

CRACK YOUR BRAIN

Muhammad Allif Aiman bin Mazlan¹, Nurul Fatin Azmiera binti Hamza²,
Nurul Najwa Zawani binti Mohd Nizam³, Siti Sarah binti Mohamad Najib⁴,
Fatin Hannani binti Mohd Mohaimin⁵, Khairunnisa Binti Abd Samad⁶

^{1, 2, 3, 4, 5, 6}, Faculty Science Computer Mathematics, UiTM Cawangan Melaka, Malaysia

⁷ Faculty Business and Management, UiTM Cawangan
Melaka, Malaysia

allifaiman0212@gmail.com,
khairunsamad@uitm.edu.my

Abstract

Education can be learned by everyone and anywhere. There are many platforms that offer education related activities. Therefore, a game which is Crash Your Brain or CYB is a game that they can learn and play at the same time. Most of the games that are available are survival games, cooking games and so on. They are a game that is not related to education and not suitable for all ages. The CYB app game is related to STEAM, which is Science, Technology, Engineering, Art, and Mathematics. This summary of the innovation has two objectives which is to introduce the users to 21st century-based learning methods and give an effective learning and increasing user's interest in STEAM knowledge. The CYB app game is an innovative product in the type of game, learning investigation in STEAM. This product will be learnt by players and other people that are interested in the game.

Keywords: CYB 1, STEAM 2, game 3, education 4

1. INTRODUCTION

Education is a fairly important thing in someone's daily life. Education is both the act of teaching knowledge to others and the act of receiving knowledge from someone else. However, there are a handful of people who consider education unimportant for their future. Besides that, there is also a group of people who are not interested in learning, such as in class between teacher and students. They prefer to play games while learning on their mobile phones, ipads or laptops. Therefore, we would like to introduce an application that we designed named Crack Your Brain or in short we called it CYB. Crack Your Brain included learning games suitable for them such as Sudoku, Puzzle, CrossWord, Blind Test, Escape Room and Investigation.

2. OBJECTIVE

STEAM is an application that aims to introduce users to 21st century-based learning methods which is more likely in core subjects namely science, technology, engineering, arts and mathematics (STEAM). Hence CYB has chosen to make STEAM learning more effective and interesting to increase users' interest in deepening STEAM knowledge. The example STEAM subjects are chemistry, physics, mathematics and biology. The app provides a variety of games in the form of learning for each of the core subjects users can assess their level of thinking ability to complete the game for each subject they choose. Each game will be given a manual

to guide the user in case it is difficult to complete the task. Therefore, users will not feel burdened as well as more motivated to continue the game.

3. NOVELTY & INVENTIVENESS

CYB is developed to play a game that is about education and investigation. They can enjoy the game while learning more about STEAM. This product is different from the other games that are available. The users need to learn about each section which is based on STEAM, which is Science, Technology, Engineering, Art, and Mathematics. Every section has their own story that they need to learn and solve. The product also has different levels for each section which means the user can be more attracted to play CYB and enjoy the game.

4. PRACTICALLY & USEFULNESS

CYB's point is to take advantage of the huge and expanding market in the media community. CYB's main point is to give education on the basics of STEAM while having fun playing investigation games. This game will have its own section for all the STEAM. The player will need to learn and focus during the game to complete the level. The game will become increasingly difficult for players to complete and help players require more knowledge. The player will learn and have fun at the same time.

5. CONCLUSION

In conclusion, society must strike a balance between their education and game time. As a result, players may play games while also learning new things using this Crack Your Brain application. The CYB app provides a lot of interesting games that can attract players to play. Moreover, this CYB game can improve language skills due to the use of English as the medium of instruction in this application. In addition, by using the elements of STEAM, it can provide an opportunity for players to explore and manipulate situations in the game in daily life. Therefore, these CYB app games are sure to grow in popularity among gamers, given the rapidity of communication and information in the world.

REFERENCES

Pokhrel, S., & Chhetri, R. (2021). A literature review on impact of COVID-19 pandemic on teaching and learning. *Higher Education for the Future*, 8(1), 133-141.