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"Empowerment of Special Meeds through Invention & Innovation"

# EXTENDED ABSTRACT

# MiiEX'2024

#### **MELAKA INTERNATIONAL INTELLECTUAL EXPOSITION 2024**

"EMPOWEREMENT OF SPECIAL NEEDS THROUGH INVENTION AND INNOVATION"

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# MiiEX'2024

## MELAKA INTERNATIONAL INTELLECTUAL EXPOSITION 2024 "EMPOWEREMENT OF SPECIAL NEEDS THROUGH INVENTION AND INNOVATION"

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#### CONTENTS

FOREWORD BY THE RECTOR OF UITM CAWANGAN MELAKA

FOREWORD BY THE DEPUTY RECTOR (RESEARCH & INDUSTRIAL LINKAGES)

FOREWORD BY THE PROJECT DIRECTOR

FOREWORD BY MELAKA STATE EXCO OF SCIENCE, TECHNOLOGY, INNOVATION AND DIGITAL COMMUNICATIONS

**MIIEX'24 ORGANISING COMMITTEE** 

ABOUT MIIEX'24

INNOVATION, INVENTION, AND DESIGN

#### FOREWORD BY THE RECTOR OF UITM CAWANGAN MELAKA



## Professor Ts. Dr. Mohd Rasdi bin Zaidi Rector, Universiti Teknologi MARA (UiTM) Cawangan Melaka

Welcome to the Melaka International Intellectual Exposition 2024 (MIIEX '24). It is an honour for me, on behalf of UiTM Cawangan Melaka, to thank all of you for joining MIIEX '24. We are proud to inform you that this is the 13th consecutive year that UiTM Cawangan Melaka is organizing this exposition. Since 2009, UiTM Cawangan Melaka has successfully hosted this innovation exposition. Not only have we succeeded in organizing the exposition, but we have also successfully embarked on commercialized products.

2024 is a special year where MIIEX 2024 emphasizes the development of special needs. As we know, special needs indicate a limitation in a person's ability to engage in and benefit from various aspects, such as daily activities and education. Hence, with the theme "Empowering Special Needs Through Invention and Innovation," it is a platform for industries, professionals, academicians, students, and communities to share their innovative ideas and products to increase accessibility for those with special needs.

The successful implementation of MIIEX '24 is our joint success. This event was supported by the Melaka state government through YB Datuk Fairul Nizam bin Roslan, the EXCO of Science, Technology, Innovation, and Digital Communication. I also want to express my

gratitude to Universitas Negeri Padang, Indonesia, Universitas Muhammadiyah, Makassar, Indonesia, the International Association of Economic and Businesses (IAEB), Universiti Sains Islam Malaysia, Ibnu Ummi Maktum Research Center (UMMI), USIM, and The Southeast Asia Minister of Education Organization Regional Centre for Special Educational Needs (SEAMEO SEN) as our co-collaborators for MIIEX 2024.

The collaboration from various parties in MIIEX '24 is a platform that will improve cooperation and interweaving among industries, professionals, academicians, students, and communities in shaping their potential in developing innovation products. This exposition also serves as a platform to cultivate and uphold the nation's innovation culture by presenting new ideas and research by young people, especially from academia and universities. Indirectly, MIIEX '24 will encourage all inventors towards empowering Science, Technology, Engineering, and Mathematics (STEM), especially in primary and secondary schools.

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 "Research and Innovation," we aim to foster more innovative products that benefit scholars, industries, and communities, addressing issues to improve our present and future life.

This exposition would never happen without dedication, teamwork, and commitment. A round of applause should be given to the committee teams, who are 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.

# FOREWORD BY THE DEPUTY RECTOR (RESEARCH & INDUSTRIAL LINKAGES)



#### Associate Professor. Dr. Nur Hayati binti Abd Rahman

#### Deputy Rector (Research & Industrial Linkages), Universiti Teknologi MARA (UiTM) Cawangan Melaka

With much passion and privilege, let me warmly welcome all of you to the Melaka International Innovation Exhibition (MIIEX), UiTM Cawangan Melaka's flagship event. I firmly believe that events such as these demonstrate the gradual evolution of this platform in terms of its significance and its governing principles within the sphere of learning and the broader scholarly society.

The theme for this year, "Empowering Special Needs Through Invention and Innovation," strongly connects to our mission of using research and technology to make a positive impact on the world we live in. Besides enforcing the message of diversity, this theme also reaffirms our focus on creating products to improve the lives of people with disabilities (PWDs). Such innovations are vital as only through focused constructive changes can society become more sensitive to the needs of all members.

MIIEX allows researchers, students, and industry professionals to come together, share their innovative research, and develop viable research partnerships. It has been great to see the enthusiasm of the participants and the efforts they put into their projects, which can offer various social and economic benefits. This is why one can state that MIIEX is a great

opportunity for creating connections between the academic environment and industry, facilitating the implementation of innovative and promising projects.

Finally, I would like to express my sincere appreciation to all the members and supporters of the organizing committee, all the participants, sponsors, and everyone involved in preparing this event. I want to express my gratitude for your commitment and involvement, as the success of MIIEX and the development of an active culture of innovation in our university and beyond is partly owed to your support.

Thank you

#### FOREWORD BY THE PROJECT DIRECTOR



### Dr Zulkefli bin Muhamad Hanapiyah Senior Lecturer

Assalamualaikum and Warmest Greetings,

It gives me a great pleasure, on behalf of the organizing committee, to welcome all participants and speakers to the Melaka International Intellectual Exposition 2024 (MIIEX '24) with the theme "Empowering Special Needs Through Invention and Innovation." We are honoured and pleased to welcome all participants to this biennial event.

MIIEX '24 is a platform that gathers experts from local and international industries, academia, scientists, researchers, and the community to contribute to the advancement of scientific and technological knowledge. This knowledge helps develop disruptive innovation products that improve daily activities for businesses and the community, especially those with special needs.

MIIEX '24 provides an atmosphere for inventors of all levels to gain new exposure and collaborate. Indirectly, this promotes a collaborative and innovative culture that focuses on cutting-edge technologies and new standards in technology and creativity.

MIIEX '24 is anticipated to serve as an arena for participants to acquire and disseminate revolutionary information on ideas and innovation. It is intended that the competition will expose the contestants' minds to the latest technologies and designs, aligning with the government's goal of encouraging innovation in Malaysia.

Finally, I want to compliment my fellow committee members on their amazing efforts, which were vital to the event's success. In addition, I want to thank our co-organizers, event sponsors, and participants. Optimistically, we hope that all new knowledge discovered, invented, or innovated will lead us toward future sustainability.

Thank you.

### FOREWORD BY MELAKA STATE EXCO OF SCIENCE, TECHNOLOGY, INNOVATION AND DIGITAL COMMUNICATIONS



#### YB Datuk Fairul Nizam bin Roslan

#### Melaka State Exco of Science, Technology, Innovation and Digital Communications

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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.

## **MIIEX'24 ORGANISING COMMITTEE**

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	KHAIRUL AZHAR BIN LOCHMAN

#### ABOUT MIIEX'24

MIIEX'24 is an innovation competition annually organised by UiTM Melaka with the intention to bring together ideas and inspiration that could fit in for commercialization needs. This event creates a platform for researchers to establish networking, partnership and opportunities to collaborate with industries.

#### **OBJECTIVES**

- 1. Encourage and instil 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 skilful inventors and exhibit intellectual products, inventions and innovations among local and private tertiary institutions, government and private agencies, including international participants;
- 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.

#### THEME

# 'EMPOWERMENT OF SPECIAL NEEDS THROUGH INVENTION AND INNOVATION'

INNOVATION, INVENTION, AND DESIGN	
MIIEX'24 ORGANISING COMMITTEE	9
ORAL HISTORY SYSTEM FOR MEMORY MANAGEMENT (OHS3M)	27
ALIMS – ASSETS LOAN AND INVENTORY MANAGEMENT SYSTEM WITH SMS	
NOTIFICATION	31
"SOCKET LOCK-IT": TOOTH EXTRACTION SOCKET COMPRESSION DEVICE FOR	
SPECIAL NEEDS PATIENTS	36
F.O.S MEMBERSHIP SYSTEM ENHANCEMENT USING GEOLOCATION, CHATBOT W	/ITH
USER PREFERENCES	40
CDL-CQI TEMPLATE	44
AIDQR FINANCIAL BRIDGE FOR SPECIAL NEEDS	49
SMART RAKE ROLLER	53
INSUREQUEST: THE INSURANCE ADVENTURE	56
MONEYEASE APP	60
FLEXIWHEEL	64
VIRTUAL REALITY TOOL FOR TEACHING AND LEARNING HUMAN ANATOMY IN	
SECONDARY SCHOOL	68
ENHANCING CHEMISTRY LEARNING FOR SECONDARY SCHOOLS STUDENTS USI	NG
VIRTUAL REALITY	73

THE SUPPORT BOARD: TREATMENT WITHOUT TRANSFER	78
BLIND BANKER APPS	81
GEST2TALK (G2T) APPLICATION	84
ARTHRIEASE KIT	90
REVERZ PRINTER	94
EMPOWERING YOUR FINANCIAL WITH ULTIMATE FINANCIAL COMPANION	98
MY INNER VOICE: AN INNOVATION OF SELF-EXPRESSION	103
WITH THE COMMUNICATION BOOK	103
MIND MAP: INTERROGATIVE WORDS IN MANDARIN	107
AROMAZEN HANDKERCHIEF FOR INDIVIDUALS WITH AUTISM	111
AUTIEASE KIT ULTIMATE COMFORT AND CONVENIENCE SOLUTION	115
MONTESSORI SENSORY SOFTBOOK: ENGAGING EDUCATION FOR CHILDREN WIT	
AUTISM	119
BRAILLEBIND	122
HEAR TO SEE GLASSES	125
SMART BLIND-PEDESTRIAN TRAFFIC LIGHT AND SMART CANE WITH EARPIECE	128
MONEY BRAILLE STAMPING	130

EMPOWER SHOP INNOVATION	134
SENSORYSERENITY BOTTLE	138
SMART UMBRELLA	147
TAXQUEST	149
SMART MUG	153
FINDR	156
IFROST SMART REFRIGERATOR	159
A SMART CANE INTEGRATED WITH ARTIFICIAL INTELLIGENCE (AI) CAPABILITIES	164
ATTACHABLE ROOF FOR WHEELCHAIR	166
3 IN 1 UTENSILS	170
STUDYMATE: UITM STUDENT TIME MANAGEMENT SYSTEM USING WEB-SCRAPING	;
AND TELEGRAM BOT API WITH AUTOMATIC NOTIFICATION REMINDER	173
EMPOWERING AUTISTIC TALENTS	182
DISABANK IMOBILE	187
COMFORTSTEP DIABETIC FOOTWEAR	192
SNUGGLETRON: A COMPANION ROBOT	194
BUDGETBUDDY: SAVE EASILY, SPEND WISELY	198

EZTOTE BAG	201
BUDGET BUDDY	205
SIGHTLESS SHOP	208
FINWEAR TRANSACTION BRACELET	214
FINWEAR TRANSACTION BRACELET	216
MONEY BUDDY	221
UNIVERSAL GAME CARDS (INVESTMENT EDITION)	225
SMART PEN FOR INTELLECTUAL DISABILITIES	229
GLITZGLAM MAKEUP BRUSH	231
INVENTNIC (INVESTMENT APPLICATION FOR VISUAL IMPAIRMENT)	234
THE SMART BLIND CANE STICK	237
TECHNOLOGICAL INNOVATION:	240
THE FUTURE AND CHALLENGES IN MALAYSIA CONTEXT	240
CHROMATONE	245
SMART MEDICINE DISPENSER	246
HELPHUB	250

CREATING BRIDGES FOR OPPORTUNITIES: DEVELOPING A UNIQUEHIRE.COM FOR	
PEOPLE WITH DISABILITIES	254
EMPOWER ABILITY APPLICATION	258
3D FLEXY LEG" SILICONE-BASED PROSTHETIC LEG	259
SMART TECH	263
IHEADEASE: INNOVATIVE HEAD IMMOBILISATION DEVICE FOR SPECIAL CARE PATIENTS DURING DENTAL PROCEDURES	266
CHILLI ROW COLLECTOR	270
TRI-WHEEL NAVIGATOR: INNOVATIVE LUGGAGE WITH TRIANGULAR WHEELS	273
PHINESTIC LEARNING	276
SMART ASSISTIVE WATCH FOR THE VISUALLY IMPAIRED	280
OPTICFIN: BANKING SOFTWARE FOR VISUALLY IMPAIRED PEOPLE	283
TWIST N' TASTE 2-IN-1 BOTTLE	286
THE JIGGLE PILLOW	290
VISIONARY VAULT: REVOLUTIONIZING SOLUTION FOR DISABLE COMMUNITY	292
SAFETY BUBBLY JACKET	300
ADJUSTMENT ON EC METER FOR DISABLE PEOPLE	303

EARBUD TECHNOLOGY FOR THE BLIND	306
LEMMEGUIDE	310
SIGNSYNC	313
ICHAIR - THE NEXT GENERATION IN INTELLIGENT WHEELCHAIR MOBILITY	316
PORTABLE ARMCHAIR CANE	320
SMART INTELLIBOARD	324
MASSAGER WHEELCHAIR	327
VOXTECH: EMPOWERING FINTECH ACCESSIBLITY FOR VISUALLY IMPAIRED	331
TRANSFORMING CORN COBS INTO RENEWABLE COAL: A SUSTAINABLE ALTERNA	TIVE
TO FOSSIL FUELS	336
MULTIPURPOSE KITCHEN TOOL	342
DIGITAL CHOPBOARD	347
GRABBYBITEZ	351
SEEINGSOR SYSTEM DETECTION	354
SAVVY COINS: PERSONAL FORCED SAVINGS TRACKER MOBILE APPLICATIONS	356
CAREMALL	360

EARSENSE: ENHANCING COMMUNICATION FOR THE DEAF THROUGH REAL-TIME	
TRANSLATION	367
REACHER GRABBER TOOL	371
FAIRY LIGHT COLOR	372
MYRELIEFF	376
FIN-ACCESS	377
SMART PILL BOX ORGANIZER	380
INNOVATION IN MAKEUP APPLICATOR FOR HAND DISABILITY PEOPLE	385
APEX SOLAR FAN	389
TALKBACK BALANCE CHECKER	394
THE SOSECURE BLIND-FOLD CANE	396
SIGNAVERSE	402
DISABILITY PEOPLE: SILANG TRANSLATOR	405
KINDLELIT: ADVANCING DYSLEXIA ACCESSIBILITY ON AMAZON KINDLE	408
SHOEDRY	411
BUDGETBUDDY BASED	416
BLYNUS VISION	420

VOICEEASE FOR PEOPLE WITH VISION IMPAIRMENT DISABILITIES	423
CAREABILITY	426
INNOVATIVE PITCHER PLANT TEA SET: A VERSATILE TABLE DECORATION WITH	
MULTIPLE COMPARTMENTS	430
HELPOK: HELP THOSE WHO NEED	433
REVOLUTIONIZING ADHD CARE: INTRODUCING FOCUS FLOW SMARTWATCH FOR	ł
ENHANCED DISABILITY SUPPORT	436
ZENSPHERE	441
CLOTHES BUTTON MAGNETIC	443
ADAPT TO EWHEEL SMART WHEELCHAIR	446
DISABILITY PEOPLE: ABILITYFIN	447
CAPABLEINVEST	450
MULTIFUNCTIONAL HEARING AIDS (AIDEWAY)	454
VTIFY APPLICATION	455
ONE STOP MAINTENANCE APP	458
BLIND STICK TECH (BST)	462
NAVICANE	466

THE ASSIST TOILET WHEELCHAIR	470
SOUND SENTRY	474
JAYJAY COFFEE	476
*BLOW WAVE PRO	480
BRIDGING THE GAP: TECHNOLOGICAL INNOVATIONS AND SUSTAINABILITY	
TOWARDS TRANSFORMING DISABILITY PRODUCTS	483
LAUNDRY SERVICES FOR PEOPLE WITH DISABILITIES	488
BUDGETBEE	491
VOICESTICK	494
SUPPER SOLE	495
EDUWISE PEN RECORDER	498
BHELP: THE 2-IN-1 BED AND WHEELCHAIR PROJECT	502
I-M-A-N APPROACH:	507
A CREATIVE METHOD TO TEACH AUTISTIC CHILDREN VERBAL COMMUNICATION	507
MFUMBRELLA	511
TEDDY GUARDIAN	514
SKIPPERS	519

PROSAFE: GUARDIAN GLOVE	523
ABLE APP	528
MONEY MASTER CALCULATOR: FINANCIAL CALCULATOR FOR BLIND OR VISION-	
IMPAIRED USERS	529
BANTU OKU APPLICATIONS	532
BOOKARMOR: A SUSTAINABLE SOLUTION FOR TEXTBOOKS LONGEVITY AND	
SUSTAINABILITY	535
MAGIC LIGHTERS	540
SKYSHIELD UMBRELLA	544
GLAMMIX	547
PAWTRACK HEALTH-GUARD	550
MONEYMINGLE: BRIDGING FINANCIAL LITERACY AND EXPERIENCE THROUGH	
INTERACTIVE LOAN EDUCATION APP	555
HOUSEHOLD LIFESTYLE : QUARTERCUT	562
WHEELCHAIR FOLDABLE TABLE	565
NAVIGATOR CANE	567
SILENT SPEAK CONNECT: YOUR BRIDGE IN BETTER HEARING	571
FINANCE BOARD GAME: CRITICAL THINKING FOR THE BLIND	575

ADVANCE SPEECH RECOGNITION	579
SENSORY KIT BOX	582
BRAILLE TABLET	585
BRAILLEFRESH: A BATHING INNOVATION ACCESSIBLE TO ALL	589
AIR UP FLAVOURED WATER BOTTLE	592
MYRELIEFF	597
ADAPTOWHEEL SMART WHEELCHAIR	598
MULTIFUNCTIONAL HEARING AIDS (AIDEWAY)	599
VOICESTICK	600
ABLE APP	601
GRABBYBITEZ	602
OKU SMART PARKING ASSISTANT	608
OBSTACLESENSE	612
VOLUNTEER FINDER APPLICATION	615
BAID: SMART HEARING AID WRISTBAND	618
MAKEUP BRUSH DRYER	622

UNIVERSE RING: EMPOWERING READING ACCESSIBILITY FOR PEOPLE WITH	
DISABILITIES	626
NEW PRODUCT DEVELOPMENT	630
SMART BRACELET (I-FIT)	631
COZYWRAP: TO SECURE AND PROTECT PATIENTS IN A COMFORTING WAY	634
COZEES, THE SELF-HEATING BLANKET	638
DYSCARD - DYSLEXIA-FRIENDLY CARD GAME	641
THE SPECTACLE SENSOR	644
LEXY LENSE	647
SNEAKSENSE SENSORY SHOE	650
CHROMAKIDS: KIDS COLOR BLINDNESS SPECTACLES	654
THE INTERACTIVE WEIGHTED LAP PAD WITH EMOTIONAL FEEDBACK	660
AI SMART RECITING BRAILLE QURAN PEN	662
QURANIC PILLOW	666
VISION VESSEL SMART BOTTLE	669
LAUNDRY BUTLER BY TIDYTOOLS	673
SMART WHEELCHAIR	676

DEAF PERSON GLASSES: MOUTH MOVEMENT TO SIGN LANGUAGE TRANSLATION	681
IDRINK COMPANY	683
SMART LASER FOR BLIND PEOPLE	686
INDIGO: SHADE OF DESIGN	688
SMART WHEELCHAIR	692
PORTABLE BLIND CANE	693
CARING-BASED EDUCATION PROGRAM MODULE FOR CRITICAL CARE NURSES	694
SPICES RACK WITH BRAILLE	697
MULTIFUNCTIONAL CLEANING STICK	702
COLOR-READING GLASSES	705
WHEELY BLISS	708
THE TALKING BUTTON	711
SIGNGEST-EMPOWERING THE DEAF AND BLIND COMMUNITY THROUGH GESTURI	Ξ-
CONTROLLED ACCESSIBILITY	714
FAIT: FINANCIAL AUTISM INSIGHT TOOL	718
BRAILLE SMART GLOVE	722
SEAT AND TRACK CART	726

INTELLICANE (SMARTCANE)	729
CYBERWHEEL PRO BY INTELLIGUIDE COMPANY	733
BRAILLETOUCH PRICEMARKERS	736
IMPROVISING FOGGING MACHINE DESIGN KEY CHARACTERISTIC THROUGH FUNDAMENTAL PERFORMANCES	741
BORNEAN CUISINE RESTAURANT	747
VOICE B	751
THE MULTIFUNCTIONAL BUZZER WATCH: A SOLUTION FOR DEAF PEOPLE	756
SEGRE-BAG: REVOLUTIONIZING WASTE MANAGEMENT THROUGH INNOVATIVE SEGREGATION	760
ACTIVRAY ADVANCE SKELETON	764
TECHNOLOGY INNOVATION SMART JEWELRY, LUMIÉRE ARMILLA	767
SANDAL MOP	770
BLINDGUIDE: MULTIPURPOSE PORTABLE STICK	774
SENSE SPEND: AI-ENHANCED FINANCIAL APPS FOR INDIVIDUALS WITH VISUAL IMPAIRMENTS	777
AUTO-UPDATE CONTAINER LIDS SCANNER WITH EXPIRATION DATE DISPLAY	786

SPREADING THE KNOWLEDGE: APPROACHING THE OBLIVIOUS ABOUT HIG	
SENSORY INPUTS	791
EZPASAR	795
TOUCHSENSE GLOVE	798
CARE WATCH	800
EZPLANABILITY	802
COZY CUP 312 CAFE	806
AUTISM SPECIALIZED BAND	809
MULTIPURPOSE UTENSIL	814
COMMUNITY AWARENESS TOWARDS DISABLED PERSON: OVERVIEW AT M	ALAYSIA
CHAPTER	816
RESQALERT	820
U&I	824
TRANSVISION: YOUR GLOBAL LENS	825
NOUR TRAVEL & TOURS	829
SMARTREACH	833
PMAS CARE : PARENTAL MONITORING AND SUPERVISION CARE	837

BODY N' MIND SPA	841
HUGGING CHAIR FOR AUTISM	845
OLA KINO - AN EMOTIONAL ASSISTANT APPLICATION	848
MASTER BRACELET	851
SIGNSENSE	853
SMATTRESS	855
MATH MIND MASTERKIT: REVOLUTIONIZING FINANCIAL EDUCATION FOR YOUNG	
MINDS THROUGH GAMIFIED LEARNING	859
CAMPUSHARE	864
ADAPTAWEAR CO.	867
EQUALEASE FINANCIAL SERVICES	871
DUMPSTERDOT.CO - BEYOND TOUCH: MOTION SENSOR TRASH CANS PWD-FRIEN	IDLY
WASTE MANAGEMENT INNOVATIONS	874
BUZZALERT	877
DIGITAL EYES SMART GLASSES TECHNOLOGY	880
CHILDREN EDUCATION CENTER	884
LEXIPLAY DYSLEXIA LEARNING ADVENTURES	887

SIGN TECH PRO	891
CLEANING SERVICES FOR PEOPLE WITH DISABILITIES	894
CAREWHEEL	897
EASYMOTION	901
NOURISHVITAL	904
BLINDCARE .JR	908
CARING CLEAN	911
COOKIESTER	914
SMARTCHEF PRO STOVE	918
VERSASTEADY WAND	921
ADHD FRIENDLY TOYS BY CALMMIND CREATION.CO	924
BRAILLE WATCH	928
JUNGLE MATCH	930
JÆPPY: THE MULTIPURPOSE JACKET	934
SMART DESK LAMP	938
ROAD CITY EXPRESS	941
PRIMEXWHEELS	945

SMART FRIDGE	948
PORTABLE THERMOS WATER HEATER	952
AUTOMATIC BABY AND PET FENCE	956
NEW TECHNOLOGY WHITE STICK	960
MOBILITY SHOWER SOLUTION FOR PEOPLE WITH DISABILITIES	963
ANGEL WHEELS	968
ACCESSIBLE WEALTH: PERSONALIZED FINANCE FOR EVERY ABILITY	972
EMO PET (PERSONALIZED VIRTUAL ASSISTANTS WITH EMOTIONAL INTELL	IGENCE)975
COOLFLOW SHIRT	979
MAYFAA TOTE BAG	982
SOLARSPRINT POWER BANK	986
HISTORIA INDONESIA WITH RPG GAME	990
FINEASE	994
EZCOMB	998
THE SENSESTICK GLOVES	1002
MAGIC WAND	1004
"VTOKU"	1007

HIGH-TECH HEXAGON FRIDGE	1012
MEMORA FRAME: REIMAGINE YOUR WALLS WITH A TOUCH OF TECHNOLOGY	1016
CAMOCULAR	1020
MATHSLEXIA	1024
"WHEELY: ADVANCE TECHNOLOGY ON TRADITIONAL WHEELCHAIR"	1028
SENSA STRAP: ENHANCING SAFETY FOR VISUALLY IMPAIRED	1032
DYXTAB: TRANSFORMING LEARNING FOR DYSLEXIC CHILDREN	1035
EZ PRINT (PRINTING VENDING MACHINE)	1039
PREP PANTRY	1043
WHEELCHAIR SECUREMENT SYSTEMS	1047
GOBRELLA	1050
SIPPY PRESS - LIFESTYLE	1054
NAVIGATE AID STICK	1058
LUMINA FAN	1062
BRISK-WALK TROLLEY ASSISTANCE: AN INNOVATIVE APPROACH FOR OBESITY	1070
RECOVERY	1070
PORTABLE MEDKIT	1074

ΤΙΟΥΚΙΤ	1077
BRAINWAVE: WHERE MAGIC MEETS NOTES - THE SMART NOTEBOOK WONDER	1081
TOURISM PLANNER APPLICATION	1084
SLEEPING HEADBAND	1088
TACTIBANCA: AUTOMATED TELLER MACHINE (ATM) FOR VISUALLY IMPAIRED	
INDIVIDUALS	1092
GINGER SURVIVOR	1096
BRAILLEPHABET PUZZLE BOOK	1098
HELMET WITH INTEGRATED AUGMENTED REALITY DISPLAY	1103
AUDIO VIEW	1106
BLUSCENT AIR CONDITIONER	1110
MULTIPURPOSE IRON BOARD	1114
LEAD	1117
MOMMY MAGIC	1121
ECHO CLASP	1125
BOTTOMUPZ: STUDENT-FRIENDLY SMART BOTTLE WITH TEMPERATURE DISPLAY	′ <b>112</b> 8
FOLDABLE STICK WITH TUMBLER HOLDER	1131

SHOE CABINET WITH AUTOMATIC ODOR CONTROL AAIM SMART PILLOW BALBAT BEAUTY.CO 7IN1 MAKEUP PEN. VISION TECH SMART PORTABLE WARDROBE MOBILE EASE ONE	1134 1138 1141 1145 1148 1150
BALBAT BEAUTY.CO 7IN1 MAKEUP PEN. VISION TECH SMART PORTABLE WARDROBE	1141 1145 1148
VISION TECH SMART PORTABLE WARDROBE	1145 1148
SMART PORTABLE WARDROBE	1148
MOBILE EASE ONE	1150
BRAILLE MENU	1153
I-DETECTOR	1157
PENDIVE	1161
SMART SHOE FOR BLIND PERSON	1166
BRAILLE CHECKERS: AN INNOVATIVE BOARD GAME DESIGNED FOR THE VISUALL	Y
IMPAIRED, ENSURING FUN AND ACCESSIBILITY	1169
RAIN KIT	1172
MINDMINGLE: AN AI STUDY APP	1175
"WRITING MOUSE"	1178
MASSAGE CHAIR FOR PUBLIC USERS AND PERSONS WITH DISABILITIES	1181
SMART SPECTACLES	1185

POCKET IRON	1188
SMART ASSISTIVE WATCH	1192
ZEMAI'S ADJUSTABLE UMRAH CLOTHES	1195
SILENTVUE: ENHANCING THE WORLD FOR THE DEAF	1198
MAGNETOP	1203
JUTAWAN EXPRESS	1206
COSETTE BEAUTY & WELLNESS KIT *	1211
HIBISCUS INTELLIGENT AGING MASKER	1214
HIGH +	1216
SMART WINDOW	1219
APPLICATION FOR VISUALLY IMPAIRED	1223
SMART DISPENSER DUSTBIN	1226
EMERGENCY 2-IN-1 CLOTH_HIJAB SCAFT ZIPPER	1229
EMPOWERING AUTISTIC READERS: HARNESSING THE POWER OF VISUALS IN BO	OKS
	1234
CLOTHMATE SOLAR SPINNER	1237
FROZSCAN	1240

TEH TARIK MAHMUDI: MAXIMIZING COGNITIVE BENEFITS OF MORINGA OLEIFERA	١,
PLUKENETIA VOLUBILIS, AND ANDROGRAPHIS PANICULATA VIA CO-ENCAPSULA	
TECHNIQUE.	1245
KOPI ALA KAZIM: MOMORDICA CHARANTIA'S EXTRACTION OPTIMIZATION	1251
TEENYMOUTH: AN AT-HOME MOUTH PROP TO AID IN ORAL HYGIENE CARE FOR	
PERSONS WITH SPECIAL NEEDS	1256
FROSTBITE : A CHILLING TREAT	1260
DYSGRAPHIA SEVERITY CLASSIFICATION USING SUPPORT VECTOR MACHINE (S)	/M)
BASED ON AUTOMATED HANDWRITING IMAGE FEATURE EXTRACTION	1263
CELESTIAL (SUN CHARGER SLING BAG)	1268
THE LEVEL OF AWARENESS ON MENTAL HEALTH AND ITS IMPACT ON TIKTOK USI	ERS
	1272
AUTOMATIC DUO FOOD STIRRER	1275
WATER FILTER IMPLEMENTATION CAGE: MODULE OF CLEAN WATER AND	
AWARENESS FOR INDIGENOUS PEOPLE (ABL MODULE)	1278
GARDBOT : OUTDOOR VACUUM	1281
SENSORY STICK FOR VISUALLY IMPAIRED	1283
BUSINESS MODEL INNOVATION: STATIONERY VENDING MACHINE (SVM)	1286

THE LEVEL OF OF HEALTHCARE EDUCATION EFFECTIVENESS ON TIKTOK	1293
THE ACCEPTANCE OF TIKTOK AS A NEW LEARNING PLATFORM	1301
SMARTSNACK	1304
GARDENING HEDGE SHEARS	1307
WHEEL HOES	1311
TASBIH BRAILLE	1316
МҮՍТQН	1321
THE USAGE OF CHATGPT AS AN ALTERNATIVE WAY OF LEARNING	1325
THE LEVEL OF AWARENESS TOWARDS POSTPARTUM DISEASE IN MALAYSIA	1328
DEEP LEARNING BASED TRANSLATOR SYSTEM OF DYNAMIC SIGN LANGUAGE PATTERN	1331
AGUSTAN SYAMSUDDIN, RIDWANG, MAHARIDA, AHMAD RIJAL	1331
VOCABULARY VERSUS SOCIOCULTURAL KNOWLEDGE IN EFL READING	
COMPREHENSION	1332
SMARTMED BOX	1333
THE EFFECTIVENESS OF CONTENT CREATORS IN SPREADING POSITIVE INFLUE	NCE
TOWARDS TIKTOK USERS	1338
ICAR4	1341

AUTOMATIC WATERING SYSTEM USING AC DRAIN WATER	1347
STELLAR THE EXPLORER: YOUR HELPFUL COMPANION FOR SMOOTH INTI	ERNATIONAL
TRAVEL	1350
IS-TRACKER APP	1353
COUNTBUDDY	1362
STAIR ASSIST CANE LEVEL 5	1367
ITADS: INSTRUCTIONAL DESIGN FRAMEWORK FOR MALAYSIAN HEARING	-IMPAIRED
STUDENTS' INTERACTIVE MULTIMEDIA TEACHING AIDS	1371
PELAN FATWA: INOVASI WAKAF PAMPASAN KEMATIAN TAKAFUL DI FWD	TAKAFUL
BERHAD	1381
C.A.R.E	1386
FEELMART	1389
GESTURE-CONTROLLED PROSTHETICS	1392
AQUASTRIDER	1396
PROTOTYPE APPLICATION OF SIGN LANGUAGE HADITH FOR HEARING IM	PAIRED: FIVE
HADITHS FROM ARBAIN NAWAWIYAH'S BOOK	1401
SPECIAL EDUCATION CONTINUOUS TRAINING UNIVERSAL MODULE (SPE	CTRUM)
TOWARDS AN INCLUSIVE SOCIETY	1404

THE INNOVATION OF 8 NEW BRAILLE CODES FOR MASHAF AL-QUR	AN BRAILLE
MALAYSIA (MQBM)	1407
IN SIGHT ROLL	1411
FONT KOD TANGAN QURAN ( KTQ)	1415
QURAN HAND CODE FONT	1415
INCLUSIVE DESIGN WORKSHOPS: EMPOWERING DESIGNERS AND	DEVELOPERS TO
CREATE ACCESSIBLE PRODUCTS	1418
OUR BATIK ESTETIKA ISTIMEWA (OBAETIBOX)	1422
PERANTI IQRABRAILLE - KURNIAAN DARIMU	1424
UTILIZATION OF VIDEO ASSETS IN PROMOTING TOURIST DESTINAT	IONS AND
PROCESSED TYPICAL TABAGSEL	1428
SALACHOLESTA (OBAT HERBAL KOLESTROL DARI KULIT SALAK) SE	BAGAI UPAYA
MENINGKATKAN KESEHATAN DAN PEREKONOMIAN DI KOTA PADA	NGSIDIMPUAN
	1429

#### Finance Board Game: Critical Thinking for The Blind

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#### Abstract

Monopoly is a board game where players will be playing their role as realtors. The purpose is to be financially stable by purchasing properties while on the other hand forcing opponents into bankruptcy. This edition is also the same but with additional attributes. It is for people who are blind or visually impaired. We offer them the feeling of enjoyment just like other human beings. Moreover, they can also enhance learning. This version adds technology as the special trait which makes playing convenient for them. For your information, Monopoly: Special Care Edition takes inspiration from the movie Jumanji.

#### Keywords: Board Games, Monopoly, Finance, Disability.

#### 1. INTRODUCTION

Board game is a game that involves the movement of counters or other objects round a board. We will focus on a board game that is famous and well known for its educational and premium enjoyable gameplay related to finance called Monopoly. Monopoly: Special Care Edition is the innovative product that we are suggesting to help people with disabilities focusing on blind people to use their critical thinking while enjoying the game. There are few types of blindness or also called visual impairment which are congenital blindness and complete blindness. We are hoping that our product innovation will help these targeted customers in enjoying this board game.

#### 2. OBJECTIVE

Monopoly: Special Care edition aims to provide inclusive, accessible fun and social engagement. This game was designed to make it easier for visually impaired persons to play while also increasing their financial knowledge. It also seeks to improve their quality of life and create a sense of belonging within the gaming community by giving opportunities for play and engagement in times of need.

#### 3. NOVELTY & INVENTIVENESS

The new invention from the famous board games the Monopoly Braille into the new edition *Monopoly: Special Care Edition* with new technology that can be user friendly for the blind people. The box of Monopoly Special Care comes with 1 piece of board game, 4 tokens and 4 pieces of device controller that can only be played for 2 until 4 players only.

1. The board games

• The board games included a button that can be pressed in the middle of the board to know the next move of players.

2.The remote controller

- The remote controller has many buttons that contain the braille on its surface with different functions. Each of the remote controller connects with a token through Bluetooth. It can control the movement of the token according to the player. It also will receive the location from the token and will reply with sound from the speaker.
- The money paper, all of them are digital.

3.The tokens.

• The 4 tokens with the different mini car. It connects with the controller through Bluetooth. When the token stops at its destination. It will send a signal to the controller to mark its location on the board.

#### 4. PRACTICALITY & USEFULNESS



Figure 1: Digital version of Monopoly: Special Care Edition

The instruction to play is each player starts with a set amount of money. To move around the board, they take turns by pushing the stat button. When players land on certain spot, they can buy assets like stocks, houses, or bonds. The board and remote control have tactile parts that help players find and keep track of their possessions. As players move around the board, they come across business chances. They can decide to invest in these chances, and remote controls that they can tell them about the risks and profits. Players may face problems like economic downturns, market crashes, or costs that come up out of the blue. The events are shown on tactile challenge remote controls, and players must plan how to beat them.

The usefulness of this product can be customised. Blind players can change the settings on remote control systems to suit their tastes and needs. This includes changing settings like volume, speech output speed, and the layout of the menu to get the most out of the game. Other than that, with this Special Care Edition, it can have an interaction with other players. Remote control technology can help blind and sighted players connect with and talk to each other in multiplayer games. It can make it easy to combine visual and non-visual features, which can make games more fun for everyone. Last but not least, it has an educational Value. Board games that blind people can play with a remote control can be made to include educational material and learning goals. This can include teaching people how to handle money, solve problems, think strategically, and learn other important life skills in a fun and involved way. The game creates an environment where everyone can participate, regardless of their visual abilities.

#### 5. CONCLUSION

To summarise, our innovation solves the difficulties of the blind to enjoy critical thinking games with their fellow friends whether they are also having eyesight impairment or not. By providing special features like a set of braille calculators that comes with voice features can beneficially help them to engage with other players while enjoying the game thoroughly. Its unique design that is similar to Jumanji Board Game will complete the overall look of a distinctive board game that could move from one checkpoint to another on its own. This innovation encourages people with eyesight impairment to take control of their critical thinking and problem-solving skills while improving their enjoyment of life.

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