

# MIIEx2017

Melaka  
International  
Intellectual  
Exposition

## PROGRAMME ABSTRACT

AUTISM

INNOVATION

DESIGN

INVENTION

**"Bridging Gaps with Creativity for Future Sustainability"**

# MIIEX2017



"Bridging the Gaps with Creativity for Future Sustainability"

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## **MICPOINTER**

Muna Kameelah Sauid, Farah Liyana Ismail, Fathin Nabilah Idris, Haziqah Mohd Hassan, Norhidayah Nirahim, & Nur Izzati Ismail

UITM KAMPUS BANDARAYA MELAKA

### **Abstract**

The MicPointer is a small handheld device combining the function of a laser pointer and a small microphone into one device. This device can be used for office meetings to highlight essential information in a presentation and at the same time you can use it as a loudspeaker during the session. The devices will be connected to the computer using a NANO USB receiver. MicPointer will have a navigation button to allow users to change to next slide and also an on/off button for the microphone. The pointer will be able to reach distant targets of 5 meters in a room and for the microphone functions, it can reach distance of up to 10 meters. This tool will be appropriate for a lecture hall, meetings room and conference room. It is thus suitable to educators, motivators and tour guides as they no longer need to use physical extensions to point out nearby plants or any historical points. This device is also flexible to be carried in which users don't have to be holding two separates item at once. Plus, with this device, it helps users to avoid the items to be misplaced or lost when you have too many things on their hand. In conclusion, this product will be another evolution of technology that will help to ease human needs.

## **ETHICAL LADDER 2.0**

Asmidar Binti Lokman, Farah Adilla Binti Ab. Rahman, Nurliyana Binti Mohd Shazali, Nasyrah Binti Ahmad, & Siti Melinda Binti Haris

UITM KAMPUS SEREMBAN

### **Abstract**

This educational game aims to assist the students in understanding the content of ADS452 (Ethics in Administration). The findings of the survey revealed that majority of the students who played the game understood the basic concept of ethics. This indicates that this game is able to enhance the students' knowledge on ethics. In sum, this board game is an interactive way in teaching and learning process. It helps to improve their understanding of the course. This game also serves as an assessment alternative, encourages healthy competition and promotes teamwork among students. It has the potential to be used across disciplines and educational levels.