



UNIVERSITI
TEKNOLOGI
MARA

Cawangan Melaka

i-JAMCSIIX 2022

International Jasin Multimedia & Computer Science Invention and Innovation Exhibition

ABSTRACT BOOK

Publication Date: 25 August 2022

In Partnership:



Tadulak● University

<https://jamcsiix.wixsite.com/2022>

i-JaMCSIIX **2022**

International Jasin Multimedia & Computer Science Invention and Innovation Exhibition

COPYRIGHT © 2022

i-JaMCSIIX

Universiti Teknologi MARA Cawangan Melaka Kampus Jasin

77300, Merlimau, Melaka

Web: <https://jamcsiix.wixsite.com/2022>

In Partnership:

Tadulako University



Contents

Registration ID	Project Title	Page
JM006	Hiding Information Digitally Under Picture (HIDUP) Using Image Steganography	1
JM007	Target Heart Rate Zone Detector during Exercise based on Real-time Facial Expression using Single Shot Detection Algorithm	2
JM009	Learning Shapes and Colours using JomLearn & Play Application for Children	3
JM010	A Novel Quality Grading Determination using Boxplot Analysis and Stepwise Regression for Agarwood Oil Significant Compounds.	4
JM011	A Novelty Classification Model for Varied Agarwood Oil Quality Using The K-Nearest Neighbor Algorithm	5
JM012	The Development of Web-Based Student Leadership Program Management System for 'Unit Kepimpinan Pelajar'	6
JM013	MARC 1.0: Apps to integrate culture the fun way in a university orientation programme	7
JM014	Re: Gen - Web-based Resume Generator With Content Recommender For It Job Field	8
JM015	Zakat Distribution System for Asnaf Selection using Artificial Neural Network Algorithm in UiTM Cawangan Melaka	9
JM017	Jasin Smart Library	10
JM019	Nursery Plants Recommendation System Using Collaborative Filtering Technique	11
JM020	An Interactive Android Mobile Application in Learning Wudhu and Salah for Children with Learning Disabilities	12
JM021	Absolute Fitness	13
JM022	The Library	14
JM023	Dashcam with cloud storage using raspberry pi with FFmpeg video compression	15
JM024	Gold Price Forecasting by Using ARIMA	16

JM025	Recycle Now: Learning the 3R of Waste Management Through Game-Based Learning	17
JM026	Learning Corpse Handling for Primary School Students using Game-Based Learning	18
JM028	Mathematical Learningmate For Children With Dyscalculia	19
JM029	BC-DIGIT: An Interactive Digital Application	20
JM030	Energy Consumption Prediction In Educational Building During Lecture Week using Multiple Regression Model	21
JM031	Go Travel Application	22
JM032	SmartPark	23
JM033	iKEN 3D Environment Mobile Application	24
JM034	Click Car Services	25
JM035	Smart Vector Backpack	26
JM036	My Ole-Ole Application	27
JM040	SH Jacket	28
JM041	FemaleSafe2Go	29
JM042	Avalyn	30
JM043	MyConvenient Travel Application	31
JM044	Visnis Apps	32
JM045	Cyclo Application	33
JM046	i-seeuWatch	34
JM047	ArenaSport Application	35
JM048	Melastomaceae sp : A New Potential of Antioxidant Agent	36
JM049	Travesy	37
JM051	The Food Hunter	38
JM052	NIXON PACK	39
JM053	Ecoin Sustainable Smartwatch	40

JM054	SpaceBook	41
JM055	Prayer Mate Jacket	42
JM056	Backpack Hoodie	43
JM057	"Cintre Multifunction"	44
JM058	Phone Holder Multifunction 3 In 1	45
JM059	Business Financial Forecasting System Using Autoregressive Integrated Moving Average (ARIMA) Algorithm	46
JM060	Kesho Bearer	47
JM061	Nafas Face Mask	48
JM062	Handy Scrubby	49
JM063	Beanie Shawl	50
JM064	POMCUT (Portable Multi-cooking Utensil)	51
JM065	4 in 1 Tumbler	52
JM066	Multifunctional Holder	53
JM067	Visualizing the spread of Coronavirus disease using a Density-based Clustering Algorithm	54
JM068	Developing Biometric Facial Registration For Jobfinder Mobile Application	55
JM069	Development of Virtual Kenong with Leap Motion Controller	56
JM070	EYE DISTANCER DEVICE	57
JM071	Fuzzy Delphi Method Analytical Tool: An Excel VBA-Based Approach	58
JM072	Understanding Social Media Influence In Reviving The Trishaw Or "Beca" As A Popular Tourism Attraction In Melaka.	59
JM073	Non-immersive Virtual Reality for Learning Steps of Umrah: Effect from Covid-19 Pandemic	60
JM074	First Aid Stick	61
JM075	Istiqamah App by As-Sunnah Global Ventures Sdn Bhd	62
JM077	SWARM-L : Security Warning Area Mode of Liquifaction	63

JM078	T-LOBSTER : Transformation of Local Batik Motifs Central Sulawesi for the World	64
JM079	The IoT-based instrument for conservation law of mechanical energy	65
JM080	Web Application for Clustering Potential Earthquake Region in Central Sulawesi	66
JM081	Let's Read!	67
JM084	Anxiety Disorder Management System (ADMS)	68
JM085	A Guide to Water Purification	69
JM086	Bright Gas Distribution Information System Design Pertamina by Applying the Distribution Method Requirement Planning (DRP)	70
JM087	Detection of Flight Data Anomalies Based on Automatic Dependent Surveillance-broadcasting	71
JM088	Classification of Formalin Fish Based on Color Characteristics of Fish Eye Images Using Artificial Neural Network Algorithm	72
JM089	Coco-pine Bioplastic	73

Mathematical Learningmate For Children With Dyscalculia

Muhammad Amiruddin Azizan
Nor Azlin Rosli

Faculty of Computer & Mathematical Sciences, Universiti Teknologi MARA Melaka

m.amiruddinazizan@gmail.com

JM028 – Innovation – Local – Category C: Students - UiTM Melaka

Abstract—Mathematical Learningmate For Children With Dyscalculia is a research project that aims to assist children with dyscalculia to learn mathematical concepts and arithmetic formulas. Dyscalculia is a type of specific learning disorder that affects people's ability to learn certain math operations like arithmetic data recovery especially children aged 7 years old. Currently, there is a lack of assistive mobile applications for children with dyscalculia and existing applications on the market have poor design choices for dyscalculia children as the bright colors and cluttered layout would confuse them. Mathematical Learningmate For Children With Dyscalculia is carried out with the implementation of the Feature Driven Development (FDD) agile methodology. The Mathematical Learningmate provides the users of the system with several features that are aimed to help assist in learning mathematics. The teachers can upload video-based learning modules to help the children in understanding basic mathematics. The games provided by the system also help in providing the necessary education and provides the teachers a way to measure the current mathematical ability of the children in general. The overall design of the system is also taken into account and are made so that the children can navigate and use the system comfortably.

Keywords—*Specific Learning Disability, Assistive Application, Mobile Application, Interactive Learning*