UNIVERSITI
TEKNOLOGI
MARA

E-Poster of the 1st ICT Conference 2022

ICT CONFERENCE
2022

"Embracing Digital Learning Transformation"

22 - 23 November 2022

ICT CONFERENCE 2022
EMBRACING DIGITAL LEARNING TRANSFORMATION
INFOSTRUCTURE OFFICE • UiTM

**JABATAN INFOSTRUKTUR
PEJABAT PEMBANGUNAN INFRASTRUKTUR &
INFOSTRUKTUR UNIVERSITI TEKNOLOGI MARA,
MALAYSIA**

Reviewers

Prof Madya Ir Ts Dr. Juliana Binti Johari
Prof. Madya Ts. Dr. Mohd Ibrahim Bin Shapiai@abd.razak
Ts Dr Ahmad Kamal Bin Ramli
Dr. Wan Fariza Binti Paizi@Fauzi
Dr. Juhaida Binti Ismail
Dr. Aisyah Binti Mat Jasin
Roger Canda
Mohd Ikhsan bin Md Raus
Nor Zalina binti Ismail
Ana Salwa binti Shafie
Roslan bin Sadjirin
Zulazeze bin Sahri

ICT Conference: Embracing Digital Learning Transformation

E-Proceeding of the 1st ICT Conference 2022 Shah Alam, Malaysia, 22- 23 November 2022

Organized by

Jabatan Infostruktur, Pejabat Pembangunan Infrastruktur & Infostruktur, Universiti Teknologi MARA (UiTM) Shah Alam, Selangor Darul Ehsan, Malaysia.

SCAPHA WRISTBANDS

STUDENT NAME
1. Liz Irdina Bt Rozaini
2. Aina Hayati Bt Mohd Ramli
3. Nur Hannani Bt Dzulkifli

SUPERVISOR NAME
Prof. Madya Dr Mazlina Binti Mahdzar

ABSTRACT

This concept will be developed in the twenty-first century. This endeavour will be a first in the airline business. Because some airlines will disregard or overlook the services they could provide. This development is particularly significant for the airline sector because it has the potential to help the company grow and become more profitable. Because innovation and project go hand in hand when they are developed, they can be run as a project. We shall apply the concept of innovation project management and specify the traditional project in this project. We can contribute to the academic programme and the debate between innovation and project management by implementing this innovation.

INTRODUCTION

The innovation project has been done since then and it is still going strong because innovation in education also encourage students to explore, research, and use all the tools to uncover something new. The thinking process that goes into it will help students develop their creativity and their problem-solving skills.

As for this project, it's a combination of technology and also widgets that have been combined to be the newest technology in airlines that can be convenient for passengers to book a ticket flight or check in their bags.

METHODOLOGY

Self-print is a project that aims to connect the systems used in the airline industry, especially those between check-ins, customs checkups, onboard meals, and merchandise purchases. To give a brief explanation, passengers would've bought their flight tickets online through their devices. When they arrive at the airport on their boarding day, they'll scan a QR code that'll be provided at the self-print kiosk and print their own wristbands as a sign of checking-in. Once they board the plane, to buy an inflight meal, they only have to show their QR code wristband for sales and purchases onboard without the hassle of taking out cash. Most importantly, those wristbands can only be removed once they have landed and gone through the destination customs checkpoint/counters.
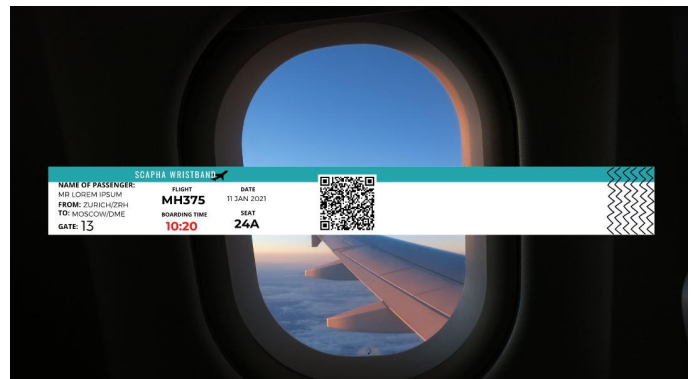
AUTHORS

Name of Correspondent Author:
Aina Hayati Bt Mohd Ramli

Affiliation:
Email: ainahayatiramli@gmail.com

RESULTS

The results of this idea will help travellers by buying their tickets and enjoying all of the facilities at both the airport and onboard. They will find it less hassle for them to only scan the QR code on their wristband to complete their sale and purchase within the designated proximity. This will also help put an ease on the airlines' staff who work at the check-in counter due to this new system where tourists and travellers can manage their check-ins themselves by just scanning the QR code with their smartphones & printing the wristband before dropping off their luggage at the counter. This product may also reduce the risk of losing their tickets due to the need to wear the wristbands right after printing them out.

CONCLUSION

Innovation is something new that creates an impact. It can be in the form of products, services, experiences, technologies, features, brands, policies, and systems. It is also a process of organisations transforming ideas into new or improved products, services, or processes. As a conclusion, this wristband may save time for passengers to check in and also save the airline the task of checking them in. It is a win-win situation where it can be universally adopted as a better practice.
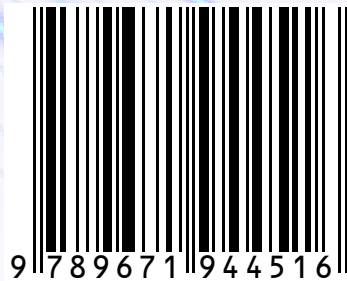
ACKNOWLEDGEMENT

9 789671 944516