



UNIVERSITI  
TEKNOLOGI  
MARA

College of  
Built Environment

# Poster Book

**IIIDBEE X 2023**  
20 JANUARY 2023  
*International Invention, Innovation & Design Exposition  
for Built Environment and Engineering 2023*

**College of Built Environment  
UiTM Puncak Alam**  
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**Unleashing Potentials  
Shaping the Future**

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# THE DEVELOPMENT UITM BTECH. COURSE APPLICATION FOR STUDENTS

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## INTRODUCTION

The use of technology in higher education has increased significantly in recent years, with many universities offering online courses and resources to students. To meet the needs of a tech-savvy student population and prepare them for the demands of the modern workforce, the development of a new Bachelor of Technologies app course will make learning more engaging and effective by incorporating interactive elements such as tutorials and videos, as well as eliminating the need to rely on textbooks as the primary source of knowledge.

## ISSUES/ PROBLEM STATEMENT

- Some students lack resources to study,
- Students yearn for more interactive ways of learning
- Books at the library are limited

## OBJECTIVES

- To develop an app for BTech students in enhancing their learning experience
- To adapt to the needs of the students and incorporate new technologies and teaching methods as needed.

## FINDINGS



## METHODOLOGY

Flutter Flow is the programming tool used in this study where Flutter flow is an online app builder that major focus is to make it possible to create high-performance, high-fidelity applications from a single code base for desktop operating systems (Windows, macOS), Android, web, and iOS. With Flutter flow, programmers can create applications with just one code base that can work with multiple operating system.

## NOVELTY

This research works to develop a novelty app for BTech students. This app focuses on two (2) particular subject..

## CONCLUSION

With the Flutter Flow coding platform, an interactive course app successfully be built to include interactive elements such as tutorials and videos to make learning more engaging and effective.

## COMMERCIALIZATION

Currently, there are no plans to charge this app to students, although the researchers are able to do so.

## RECOGNITIONS

This research has been approved by the college of engineering.

## CONFERENCES & PUBLICATION

A conference paper is currently being worked on and should be published by year end.