

## (i - JaMCSIIX)

INTERNATIONAL JASIN MULTIMEDIA AND COMPUTER SCIENCE INVENTION AND INNOVATION EXHIBITION

**PUBLICATION DATE :8 NOV 2023** 

https://jamcsiix.uitm.edu.my/



INTERNATIONAL JASIN MULTIMEDIA & COMPUTER SCIENCE INVENTION AND INNOVATION EXHIBITION (I-JaMCSIIX) 2023

# Virtual Award Ceremony

### 8th November 2023 Wednesday

Platform: YouTube https://www.youtube.com/channel/UCW3Mw4\_ngn6tn8gyXIOpLlw





### INTERNATIONAL JASIN MULTIMEDIA & COMPUTER SCIENCE INVENTION AND INNOVATION EXHIBITION (I-JaMCSIIX) 2023

COPYRIGHT © 2023 i-JaMCSIIX Universiti Teknologi MARA Cawangan Melaka Kampus Jasin 77300, Merlimau, Melaka

#### Web: https://jamcsiix.uitm.edu.my



#### **ORGANIZING COMMITTEE**

PATRON ADVISOR I ADVISOR II PROGRAM DIRECTOR DEPUTY DIRECTOR SECRETARY I SECRETARY II TREASURER I	PM DR ISMADI MD BADARUDIN TS DR JAMALUDDIN HJ JASMIS DATO' DR MOHD HAJAR HASROL JONO <b>DR. NUR SUHAILAYANI SUHAIMI</b> TS DR NURUL HIDAYAH BINTI MAT ZAIN <b>ANIS SHOBIRIN ABDULLAH SANI</b> FAIQAH HAFIDZAH HALIM <b>SITI AISYAH ABD KADIR</b>
TREASURER II	UMMU MARDHIAH JALIL
PUBLICATION	NURBAITY BINTI SABRI DR. SITI FEIRUSZ AHMAD FESOL DR. AHMAD FIRDAUS BIN AHMAD FADZIL SITI NURAMALINA BINTI JOHARI ROSNIZA ROSLAN
JURY	<b>Ts DR. ALYA GEOGIANA BUJA</b> NORBAHIYAH AWANG Ts. DR. NOR AFIRDAUS ZAINAL ABIDIN DR. RAIHAH AMINUDDIN NOOR AFNI DERAMAN
REGISTRATION	SITI FAIRUS BINTI FUZI BUSHRA BINTI ABDUL HALIM NORDIANAH BINTI JUSOH@HUSSAIN AINON SYAZANA BINTI AB HAMID SITI NURSYAHIRA BINTI ZAINUDIN
SYSTEM	FADILAH EZLINA SHAHBUDIN HAJAR IZZATI MOHD GHAZALLI FADHLINA IZZAH SAMAN NOR AZIDA MOHAMED NOH
INVITATION AND PROMOTION	<b>SHAHITUL BADARIAH SULAIMAN</b> IZNI SYAMSINA SAARI NOR ADILA KEDIN

	ADI HAKIM BIN TALIB MOHD AMIRUL BIN ATAN
MULTIMEDIA	<b>Ts. NURUL NAJWA ABDUL RAHID@ABDUL RASHID</b> NOOR ASHITAH ABU OTHMAN ANWAR FARHAN ZOLKEPLAY
AWARD	ANITA BINTI MOHD YASIN NURUL EMYZA ZAHIDI FATIMAH HASHIM SITI RAMIZAH JAMA DR NURUL HUDA NIK ZULKIFLI MARIATHY BINTI KARIM
CERTIFICATE	KHAIRUL NURMAZIANNA ISMAIL NUR NABILAH ABU MANGSHOR ZUHRI ARAFAH ZULKIFLI HAZRATI ZAINI
INTERNATIONAL RELATIONS	<b>Ts. DR. SITI RAHAYU ABDUL AZIZ</b> ALBIN LEMUEL KUSHAN SHAHADAN SAAD
LIAISON OFFICER	<b>SYAFNIDAR ABDUL HALIM</b> AJK WAKIL UNTAD
SPONSORSHIP	ANIS AMILAH SHARI MOHD RAHMAT MOHD NOORDIN DR YUZAIMI YUNUS DR SURYAEFIZA KARJANTO
SECRETARIAT & APPRECIATION BANQUET	RAIHANA MD SAIDI NUR SYUHADA BINTI MUHAMMAT PAZIL ANIS AFIQAH SHARIP SITI MAISARAH MD ZAIN HAZWA HANIM MOHAMED HAMZAH

#### UNTAD'S COMMITTEE FOR I-JAMCSIIX 2023:

PROF. IR. MARSETYO, M.AG., PH.D.

PROF. I WAYAN SUDARSANA, S.SI., M.SI.

PROF. JUNAIDI, S.SI., M.SI., PH.D.

ELISA SESA, S.SI., M.SI., PH.D.

MUKRIM, M.ED., PH.D.

ZARKIANI HASYIM, S.PD., M.ED.

DR. HJ. ANI SUSANTI, M.SI.

DR. ISKANDAR, M.HUM.

DR. IR. ROIS., MP.

SYARIFUL ANAM, S.SI., M.SI., PH.D.

DR. NAHARUDDIN, S.PD, M.SI.

DR. DRG. ELLI YANE BANGKELE, M.KES.

HERMAN, SKM., M.MED.ED.

DR. IR. SAMLIOK NDOBE, M.SI.

DR. RAHMAT BAKRI, S.H., M.H.

DR. HAERUL ANAM, SE., M.SI.

DR. IR. BAKRI, S.T., PG. DIPL. ENG., M.PHIL.

DR. IR. MUHAMMAD YAZDI PUSADAN, S.KOM., M.ENG.

IR. SYAIFUL HENDRA, S.KOM., M.KOM.

RIZANA FAUZI S.T., M.T.

MOHAMMAD FAJRI, S.SI., M.SI.

NURUL FISKIA GAMAYANTI, S.SI., M.SI.

DR. NUR'ENI, S.SI., M.SI.

IMAN SETIAWAN, S.SI., M.SI.

FADJRIYANI, S.SI., M.SI.

#### LIST OF SPONSORS

#### **External Company Sponsors**



Klinik Dr Jamaluddin Klinik Mawar Jasin Nasi Ayam Ala Cina Zul ADS Oasis Enterprise Noorys Enterprise Che Ramli bin Che Ismail Beria Maju Enterprise Rintiz rezeki H&K food cafe HS Gerak Wawasan

#### **Individual Sponsors**

En. Muhammad Hanif bin Abdul Aziz Nor Suhaida binti Karjanto

### **Table of Contents**

Registration ID	Project Title	Page
JM003	Deep Learning Model for 5W (What, When, Where, Who, and Why) Sign Language Translation System	1
JM005	Ramadhan Prep: A Mobile Application in Preparing for the Bigger Season of the Year	2
JM006	BTF Cake Recommender and Management System by using Rule Based	3
JM007	ALIMS - Assets Loan and Inventory Management with SMS Notification	4
JM008	IJH – Immediate Job Hiring System for Part-Timers with Location-Based	5
JM009	CRC – Clothing Review Classification using Sentiment Analysis	6
JM010	Web-Based Safety Helmet Detection System for Construction Site Worker	7
JM011	A Mobile Application System for Parking Validation Based on Deep Learning Image Processing	8
JM012	DEPsy Model	9
JM013	The Use of Computer Diagnostic Apps to Assist Computer Troubleshooting	10
JM014	Quantitative Spasticity Assessment Model of Neurological Disorder Patients	11
JM015	HELPIE: Stress Consoling App	12
JM016	SmartER: Smart English Reader	13
JM017	Synergistic Cyber Security Awareness Model for the Elderly (SCSAM-Elderly)	14
JM018	Kusoke Adventures: Recycling Interactive Game	15
JM019	Rider Parking Guidance using Location-Based Services and Crowdsourcing	16
JM020	PANTAU: Smart Intruder Detection from Video Surveillance Using Deep Learning	17
JM022	Plastopoll: A Serious Game to Raise Awareness About Plastic Pollution	18
JM023	Enhanced Car Park Security Through an Automatic Plate Number Recognition (APNR) System Featuring QR Code Generation	19

JM025	Group Assignment Management System (GAMS)	20
JM026	Proactive Safety Culture Application (PROSCA) Using Geolocation	21
JM027	Flood Wise: Mobile Virtual Reality for Flood Preparation Awareness	22
JM028	Recommendation System of Sports Centre in Malaysia Using Content Based Filtering	23
JM029	Twitter Sentiment Analysis of Malaysian Fast Food Restaurant Chains: A Novel Approach to Understand Customer Perception using Naïve Bayes	24
JM030	ARTventure: Learning Malay Traditional Dance Through Augmented Reality	25
JM031	ExpenseEase - Living Expenses Management Mobile Application	26
JM032	Drowsiness Detection and Alert System Using Face Recognition with Raspberry Pi	27
JM033	Web Application of Facial Emotion Recognition in Classroom Learning Environment with Raspberry Pi 4	28
JM034	HexaBingo MathQuest	29
JM035	Development of mobile app: Funeral services system (FSS)	30
JM036	Development of Mobile Application: Digital Mutawwif	31
JM037	Assessment Marks Management System: A Excel VBA Approach	32
JM038	Design and Fabrication of a Potato Peeling Machine	33
JM040	Donatenow: A Crowdsourcing-Based Mobile Application with Geolocation and Content-Based Filtering Algorithm	34
JM041	TextCrunch	35
JM042	Enhancing College Laundry Management System Through Web-Based Queueing Technique	36
JM043	Cyber Security Fun Race	37
JM044	Food Intake Monitoring and Management System for Athletes	38
JM046	A Game-Based Learning on Food Nutrition for Children	39
JM047	Innovative Video on Compound Interest	40
JM048	Detection of the Spread Covid-19 in Indonesia using K-Means Clustering Algorithm	41
JM049	Forecasting Inflation Rate in Malaysia Using Artificial Neural Network (Ann) Approach	42

JM050	Factors Affecting the House Price Among Kuala Lumpur, Selangor and Johor	43
JM051	Oxygen Hydrogen Generator (HHO Generator)	44
JM052	IoT-based Water Quality Monitoring System for Goldfish	45
JM053	KIT PRO-TAJ (Professional tajwid)	46
JM054	A Framework Of Procurement Analytics For Fraud Coalition Prediction	47
JM055	Exploring Classical Chinese Poetry with AI Tool in PPT Design	48
JM056	Developing Emergency Application for LRT Passengers with Decision Tree Algorithm (RailAlert!)	49
JM057	LetsGoFit: Gamified Mobile Health Application	50
JM058	Tools for Critical Thinking in IT	51
JM059	Sheep Tracker via Radio Frequency Identification (RFID) System	52
JM060	Developing an Application for Handyman Services Platform Using Geofencing and Content-based Filtering (Handy2Help)	53
JM061	Modeling Cases of Stunting Toddler in Indonesia using the Conway Maxwell Poisson Regression Method	54
JM063	Clustering Regencies/Cities in Central Sulawesi Province Based on Poverty Level Using the Average Linkage Method with Principal Component Analysis (PCA)	55
JM064	An Application for Vehicle Rental Service Advertising Using Geofence With Content-Based Filtering (ReadyVehicle)	56
JM065	MYB40: FINGERTECH B40 DISCOUNT CARD	57
JM066	Horticulture Land: Guide to Being A Plantsman Through Green Game	58
JM067	IMFLOODVR : An Immersive Virtual Reality Serious Game for Flood Risk Mitigation Awareness	59
JM068	Tomoe : Topic Modelling Web Application	60
JM069	ROVIGA: Model-Based Capacitive Soil Moisture Sensor for IoT- Based Plant Pot	61
JM070	Classification and Visualization on Eligibility Rate of Applicant's LinkedIn Account Using Naïve Bayes	62
JM071	Forecasting the Number of Schistosomiasis Cases (Snail Fever) in Napu, Central Sulawesi, Using the Auto Regressive Integrated Moving Avarege (ARIMA) Method	63
JM072	Delivera Flow	64

JM073	PeerLoom: Peer-to-Peer Skill Exchange Platform for University Students	65
JM074	Forecasting the Open Unemployment Rate in Central Sulawesi Province Using the Autoregressive Integrated Moving Average (ARIMA) Method	66
JM075	Pre-Parent Test as an Effort to See Adults Readiness to Become Parents Based on Web	67
JM076	The Development of Edu-Fertiblox Digital Game Using Roblox as ABM in The Topic of Fertigation Systems for The Subject of Design and Technology Level 1	68
JM077	SPARK C++: Bridging Concepts with Analogies, Multimedia, and Interactive Quizzes	69
JM078	PLC-Based Water Filling Machine Simulator for Teaching and Learning Activities	70
JM079	HANA'S Map	71
JM080	Classification and Visualization of E-Commerce Product Reviews Comparison Using Support Vector Machine	72
JM081	Futech.Edu (Future Technology Education): Teaching and Learning Application Design in The Society 5.0 Era	73
JM082	Checkers Match Game	74
JM083	SafeDrop: Intelligent Secure Parcel Locker	75
JM084	Gamification in English for Report Writing: Engaging Learning through Webinars	76
JM085	Iffah's Busy Board (IBB)	77
JM086	3R Bag	78
JM087	'CHICK VS VIRUS', A Game-Based Learning Approach in Teaching Students	79
JM088	MyIGCSE-Time: STEM IGCSE for Students	80
JM089	Kad 'Kat Mana Tu?'	81
JM090	Learning Project Formulation using Gamification Approach	82
JM091	Hoopla Pocket Location Aware Mobile Application with Augmented Reality	83
JM092	Mini Blossom Fan: A Practical Approach to Workspace Comfort	84
JM093	Cyberforce: A Cybersecurity Fps-Based Game	85
JM094	An IoT-based Instrument for Free Fall Motion	86



### **Proactive Safety Culture Application (PROSCA) Using Geolocation**

Muhammad Afzani Mahadzir<sup>1</sup>, Nor Azylia Ahmad Azam<sup>2</sup>, Muhammad Azhar Ab Razak<sup>3</sup>

<sup>1.2.3</sup>Univerisiti Teknologi MARA Melaka

afzanimuhammad7@gmail.com, azylia@uitm.edu.my, muhdazhar11@gmail.com

It is impossible to overstate the value of safety culture in creating a safe working environment and avoiding accidents at work. However, due to differing safety policies and human variables, its implementation frequently confronts obstacles in large-scale enterprises. The Proactive Safety Culture Application (PROSCA) is an application aims to enable enterprises in building a proactive safety culture via the use of cutting-edge technology interventions. Through the integration of novel technology, PROSCA strives to overcome these difficulties and redefine safety management. The PROSCA's design is supported by important safety culture factors like corporate commitment, employee involvement, and safety communication. PROSCA's also are embedded with utilizing geolocation stands as a transformative approach to elevate workplace safety. By harnessing the potential of geolocation technology, PROSCA empowers employees with real-time safety insights and fosters a collective commitment to safety. This makes important advancements in the field of safety management and emphasizes the crucial part played by geolocation in establishing a proactive safety culture within organizations.

Keywords—safety culture, policies, geolocation, safety management

International Jasin Multimedia & Computer Science Invention and Innovation Exhibition 2023 © Universiti Teknologi MARA Cawangan Melaka



PUBLISHED BY: i-JaMCSIIX Universiti Teknologi MARA Cawangan Melaka Kampus Jasin 77300 Merlimau, Melaka

> Tel: 062645000 Email: jamcsiix@uitm.edu.my Web: https://jamcsiix.uitm.edu.my/

All rights reserved. No part of this publication may be reproduced, stored in a retrieval system or transmitted in any form or by any means, electronic, mechanical, photocopying, recording or otherwise, without permission of the copyright holder