

MELAKA  
INTERNATIONAL  
INTELLECTUAL EXPOSITION

# MIIEX '24

12 JUNE '24

Dewan Taming Sari,  
Universiti Teknologi MARA Caw. Melaka,  
Kampus Alor Gajah, Melaka

*"Empowerment of Special  
Needs through Invention  
& Innovation"*

**EXTENDED  
ABSTRACT**

# MiiEX'2024

**MELAKA INTERNATIONAL INTELLECTUAL EXPOSITION 2024**

**“EMPOWERMENT OF SPECIAL NEEDS THROUGH INVENTION AND  
INNOVATION”**

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UiTM Cawangan Melaka

KM26 Jalan Lendu,

78000 Alor Gajah

Melaka Bandaraya Bersejarah

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# MiiEX'2024

**MELAKA INTERNATIONAL INTELLECTUAL EXPOSITION 2024**

**“EMPOWERMENT OF SPECIAL NEEDS THROUGH INVENTION AND  
INNOVATION”**

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## **FOREWORD BY THE RECTOR OF UiTM CAWANGAN MELAKA**



**Professor Ts. Dr. Mohd Rasdi bin Zaidi**

**Rector, Universiti Teknologi MARA (UiTM)**

**Cawangan Melaka**

Welcome to the Melaka International Intellectual Exposition 2024 (MIIEX '24). It is an honour for me, on behalf of UiTM Cawangan Melaka, to thank all of you for joining MIIEX '24. We are proud to inform you that this is the 13th consecutive year that UiTM Cawangan Melaka is organizing this exposition. Since 2009, UiTM Cawangan Melaka has successfully hosted this innovation exposition. Not only have we succeeded in organizing the exposition, but we have also successfully embarked on commercialized products.

2024 is a special year where MIIEX 2024 emphasizes the development of special needs. As we know, special needs indicate a limitation in a person's ability to engage in and benefit from various aspects, such as daily activities and education. Hence, with the theme "Empowering Special Needs Through Invention and Innovation," it is a platform for industries, professionals, academicians, students, and communities to share their innovative ideas and products to increase accessibility for those with special needs.

The successful implementation of MIIEX '24 is our joint success. This event was supported by the Melaka state government through YB Datuk Fairul Nizam bin Roslan, the EXCO of Science, Technology, Innovation, and Digital Communication. I also want to express my

gratitude to Universitas Negeri Padang, Indonesia, Universitas Muhammadiyah, Makassar, Indonesia, the International Association of Economic and Businesses (IAEB), Universiti Sains Islam Malaysia, Ibnu Umami Maktum Research Center (UMMI), USIM, and The Southeast Asia Minister of Education Organization Regional Centre for Special Educational Needs (SEAMEO SEN) as our co-collaborators for MIIEX 2024.

The collaboration from various parties in MIIEX '24 is a platform that will improve cooperation and interweaving among industries, professionals, academicians, students, and communities in shaping their potential in developing innovation products. This exposition also serves as a platform to cultivate and uphold the nation's innovation culture by presenting new ideas and research by young people, especially from academia and universities. Indirectly, MIIEX '24 will encourage all inventors towards empowering Science, Technology, Engineering, and Mathematics (STEM), especially in primary and secondary schools.

The new digital landscape also inspires more innovation and new ideas that contribute to various activities, such as business and industries. As a university that encourages "Research and Innovation," we aim to foster more innovative products that benefit scholars, industries, and communities, addressing issues to improve our present and future life.

This exposition would never happen without dedication, teamwork, and commitment. A round of applause should be given to the committee teams, who are the backbone of this exposition. Their hard work, effort, and time made this exposition possible.

Finally, I would like to conclude this brief remark by thanking all the participants and stakeholders for joining the exposition. We hope that this collaboration never ends here.

Thank you.

## **FOREWORD BY THE DEPUTY RECTOR (RESEARCH & INDUSTRIAL LINKAGES)**



**Associate Professor. Dr. Nur Hayati binti Abd Rahman**

**Deputy Rector (Research & Industrial Linkages), Universiti Teknologi MARA (UiTM) Cawangan Melaka**

With much passion and privilege, let me warmly welcome all of you to the Melaka International Innovation Exhibition (MIIEX), UiTM Cawangan Melaka's flagship event. I firmly believe that events such as these demonstrate the gradual evolution of this platform in terms of its significance and its governing principles within the sphere of learning and the broader scholarly society.

The theme for this year, "Empowering Special Needs Through Invention and Innovation," strongly connects to our mission of using research and technology to make a positive impact on the world we live in. Besides enforcing the message of diversity, this theme also reaffirms our focus on creating products to improve the lives of people with disabilities (PWDs). Such innovations are vital as only through focused constructive changes can society become more sensitive to the needs of all members.

MIIEX allows researchers, students, and industry professionals to come together, share their innovative research, and develop viable research partnerships. It has been great to see the enthusiasm of the participants and the efforts they put into their projects, which can offer various social and economic benefits. This is why one can state that MIIEX is a great

opportunity for creating connections between the academic environment and industry, facilitating the implementation of innovative and promising projects.

Finally, I would like to express my sincere appreciation to all the members and supporters of the organizing committee, all the participants, sponsors, and everyone involved in preparing this event. I want to express my gratitude for your commitment and involvement, as the success of MIIEX and the development of an active culture of innovation in our university and beyond is partly owed to your support.

Thank you



## **FOREWORD BY THE PROJECT DIRECTOR**



**Dr Zulkefli bin Muhamad Hanapiyah**

**Senior Lecturer**

Assalamualaikum and Warmest Greetings,

It gives me a great pleasure, on behalf of the organizing committee, to welcome all participants and speakers to the Melaka International Intellectual Exposition 2024 (MIIEX '24) with the theme "Empowering Special Needs Through Invention and Innovation." We are honoured and pleased to welcome all participants to this biennial event.

MIIEX '24 is a platform that gathers experts from local and international industries, academia, scientists, researchers, and the community to contribute to the advancement of scientific and technological knowledge. This knowledge helps develop disruptive innovation products that improve daily activities for businesses and the community, especially those with special needs.

MIIEX '24 provides an atmosphere for inventors of all levels to gain new exposure and collaborate. Indirectly, this promotes a collaborative and innovative culture that focuses on cutting-edge technologies and new standards in technology and creativity.

MIIEX '24 is anticipated to serve as an arena for participants to acquire and disseminate revolutionary information on ideas and innovation. It is intended that the competition will expose the contestants' minds to the latest technologies and designs, aligning with the government's goal of encouraging innovation in Malaysia.

Finally, I want to compliment my fellow committee members on their amazing efforts, which were vital to the event's success. In addition, I want to thank our co-organizers, event sponsors, and participants. Optimistically, we hope that all new knowledge discovered, invented, or innovated will lead us toward future sustainability.

Thank you.

**FOREWORD BY MELAKA STATE EXCO OF SCIENCE, TECHNOLOGY,  
INNOVATION AND DIGITAL COMMUNICATIONS**



**YB Datuk Fairul Nizam bin Roslan**

**Melaka State Exco of Science, Technology, Innovation and Digital Communications**

Welcome to the Melaka International Intellectual Exposition 2024 (MIIEX '24). It is an honor for me, on behalf of UiTM Cawangan Melaka, to thank all of you for joining MIIEX '24. We are proud to inform you that this is the 13th consecutive year that UiTM Cawangan Melaka is organizing this exposition. Since 2009, UiTM Cawangan Melaka has successfully hosted this innovation exposition. Not only have we succeeded in organizing the exposition, but we have also successfully embarked on commercialized products.

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This exposition would never happen without dedication, teamwork, and commitment. A round of applause should be given to the committee teams, who are the backbone of this exposition. Their hard work, effort, and time made this exposition possible.

Finally, I would like to conclude this brief remark by thanking all the participants and stakeholders for joining the exposition. We hope that this collaboration never ends here.

Thank you.

## MIIEX'24 ORGANISING COMMITTEE

COMMITTEE	NAME
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	RIDZUAN ADLI BIN AZIDIN
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	PN AFZAN NOR BINTI TALIB
	PN NUR HIDAYAH ZAINI
	CIK FARIHA AIZA BINTI RAMLY
	PN NURUL AIN BINTI MUSTAKIM
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	PN ZATUL HIMMAH BINTI ABDUL KARIM
	CIK MUNA KAMEELAH BINTI SAUID
	PN NOR MASLIA RASLI SAMUDIN
	PN NURHAFIZAH MOHD ZOLKAPLI
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	SITI NURSYAHIRA ZAINUDIN
	BUSHRA ABDUL HALIM
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	MUHAMMAD FURQAN BIN AZHAR
	KHAIRUL AZHAR BIN LOCHMAN



## **ABOUT MIIEX'24**

MIIEX'24 is an innovation competition annually organised by UiTM Melaka with the intention to bring together ideas and inspiration that could fit in for commercialization needs.

This event creates a platform for researchers to establish networking, partnership and opportunities to collaborate with industries.

## **OBJECTIVES**

1. Encourage and instil passion towards inventing and innovating among UiTM Cawangan Melaka staff, students and academicians of local and international higher education institutions;
2. Highlight distinguished talents of skilful inventors and exhibit intellectual products, inventions and innovations among local and private tertiary institutions, government and private agencies, including international participants;
3. Become an effective Business Matching platform for participating research products, matching industries and partnering government agencies;
4. Recognise, inspire and promote invention and innovation products to be patented and commercialized;
5. Increase passion towards inventing and innovating through research and boost interests of government and non-government agencies to obtain consultancy services from a line up experts of higher education institutions and UiTM Cawangan Melaka.

## **THEME**

**'EMPOWERMENT OF SPECIAL NEEDS THROUGH INVENTION AND INNOVATION'**

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<b>SALACHOLESTA (OBAT HERBAL KOLESTROL DARI KULIT SALAK) SEBAGAI UPAYA MENINGKATKAN KESEHATAN DAN PEREKONOMIAN DI KOTA PADANGSIDIMPUAN</b>	<b>1429</b>

## **Taxquest**

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### **Abstract**

A tax is a compulsory financial charge, or some other type of tax given to a taxpayer by a governmental organization. People need to pay taxes so that the government can improve and develop the country to be more advanced. However, some people did not pay the tax because of a lack of knowledge about taxes or irresponsible individuals that refuse to fulfill their responsibility. Our proposed solution to this issue is to develop an educational tool application to help people learn about how important taxes are to us. Early-career employees who don't know about taxes are the source of the issue because they do not know what taxes they should pay. TaxQuest is an innovative and entertaining tax-teaching game that is easy and fun. The objective of this game is to teach early-career employees about the taxes that apply to them by giving them tax-related information. In addition, help them resolve their tax-related issues. When compared to other educational games. TaxQuest is an animated game that emphasize tax knowledge and information at a specific level in form of quizzes. It is also having a unique feature compared to existing application. It is a compact of beneficial features and captivate the users that TaxQuest just focus on tax. TaxQuest helps user learn more about what taxes are and how it affects their finances. TaxQuest also provides few features where users can access articles, guides and FAQs. Learning about taxes makes it easier for people to follow the rules. By learning about taxes early on, people can save money and make better financial decisions in the future.

**Keyword: Tax, Tax Knowledge, Education, Games, Early-career Employees.**

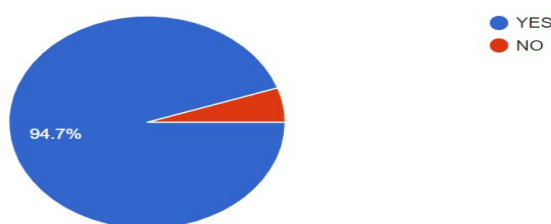
## 1. INTRODUCTION

The first known system of taxation in Ancient Egypt was around 3000-2800 BC, in the First Dynasty of the Old Kingdom of Egypt. Then, taxes were spread from countries to other countries, and it became the trend at that time. Nowadays, there are so many taxes such as income tax, property tax, and other examples. Taxes are important to each country to improve and develop the country to be more advanced. However, there are some irresponsible people who did not pay the tax because of a lack of basics about taxes or choose to not pay the tax. According to Hamid et.al (2022) individuals may decide not to pay tax due to different reasons including a lack of knowledge. It is very important for people to exercise their duty of paying tax for the development of the nation. Realizing this, it is important that this problem is attended. Thereby, the researcher proposed an application titled “TaxQuest” to be developed to solve this issue. TaxQuest is an interesting educational tax game application is designed to help people learn the basic information about taxes in an easy way that is fun and challenging. The target user of this application is specifically early career worker and all taxable income employees in general. At the same time, this application can help to raise awareness and educate people about how important taxes are and their benefits. Based on our survey, 94.7% of the respondents believe that this educational tax application would be beneficial in educating people about taxation.

DO YOU THINK THAT A TAX-RELATED APP WOULD BE BENEFICIAL IN EDUCATING PEOPLE ABOUT TAXATION?

 Copy

38 responses



## 2. OBJECTIVES

The goal of the TaxQuest is to provide people, especially early-career employees with a range of tax-related information. This includes understanding their tax obligations based on their income levels, accurately filing their tax returns, claiming any applicable credits and deductions, and finding answers to frequently asked tax questions. In

addition, TaxQuest can help the early-career employees to learn or gain something from this application especially about tax which is important in our daily life.

### **3. NOVELTY AND INVENTIVE**

An educational tool called TaxQuest was created with a focus on a particular level of tax expertise and information, especially about income tax. TaxQuest is an innovation that is proposed based on the MyTax application with enhanced features and functionalities to help researcher achieve their objectives. Through the use of TaxQuest users can utilize the application anywhere, as this app has access to more recent tax-related news and data trends than Mytax does. TaxQuest also provides a reminder to users to ensure they pay all their taxes on time. TaxQuest can give a motivate to early-career by give them a feeling of satisfaction when users answered the question given correctly. Hence, an animated quiz game is used by this application. As a result, the user will be benefited from this app by getting it in their mobile phones. TaxQuest also generates a chat where they can choose any question or type it based on their own words. All you need to do is ask your question at Doctors Tax, and they can assist you 24 hours a day, seven days a week.

### **4. PRACTICALITY AND USEFULNESS**

The TaxQuest game offers a multitude of benefits for people, especially early workers looking to boost their tax knowledge. This app uses a gamified approach with fun quizzes, FAQs, and news, transforming tax education into an engaging and interactive experience. By playing these quizzes and educational content, users gain valuable knowledge about tax types, deductions, and the filing process. A fun and engaging quiz format can make taxes seem less intimidating. It can transform a potentially stressful topic into a game, making learning enjoyable. Next, TaxQuest can be played on mobile devices in short bursts, making tax learning convenient and adaptable to busy schedules. The mobile format makes TaxQuest accessible anytime, anywhere, allowing users to learn in bite-sized bursts during their busy lives. Other than that, The TaxQuest has a set number of levels, with each level containing a quiz that increases in difficulty. Early levels focus on basic tax concepts like income tax, while later levels delve into more complex topics like deductions, tax brackets, and filing procedures. The idea of these levels makes users want to gain in level by playing these fun quizzes. Lastly, when

users play TaxQuest they answer multiple-choice questions, and they're actively recalling information from their memory. This process strengthens the neural connections for new information about taxes making it more likely they'll remember it later. By having a variety of questions across difficulty levels and potentially themed rounds, TaxQuest prevents rote memorization. Users need to understand the underlying concepts to answer correctly, leading to deeper learning.

## **5. CONCLUSION**

In conclusion, this tax education game aids early career employees in understanding tax obligations, filing accurate returns, claiming credits and deductions, and answering common tax questions. Furthermore, playing TaxQuest games helps players or that early career will understand how the government collects money for essential services. It also helps them to handle their taxes better. In a nutshell, this application can also apply the nature of being responsible for something in everyone. It can help reduce national debt in the long run if they can help themselves by paying taxes. In summary, TaxQuest is simply a beneficial and entertaining tool for learning in the future.

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