



اَبُو سَيِّدِي تَيْكُو لُو كِي مَارَا
UNIVERSITI
TEKNOLOGI
MARA



Continuous Innovation for Excellence

ABSTRACT

13th September 2017

DEWAN TUN ABU ZAHAR
Lembaga Pertubuhan Peladang (LPP)
Kuala Lumpur.

In Collaboration With



Table of Content: Category

1. Organization	1-18
2. Individual (Professionals, Academicians, Researchers)	19-38
3. Institute of Higher Learning Students	39-74
4. School Students / Teachers	75-77

19. Research Support Services@USM	30
20. Smart Resource Tracking And Tracing System (SRTTS)	31
21. Mobile Information Behavior Measuring System (MIB_MeSys)	32
22. 3M Partition	33
23. Malaysian Quality & Satisfaction Index for Libraries (MyQSILib)	34-35
24. My Bookmark	48
25. Pick Up Book Machine	49
26. i-search	50
27. info2u	51
28. Human Monopoly	52
29. Rural Library Local Content Production Service	52
30. All-in-One Cushion	54
31. e-Story in Library	55
32. Cushioned Antirust Book Stand	56
33. E-Jawi	57
34. Embedding green environment to increase indoor air quality in academic library	58
35. Library Therapeutic Landscape Quality and Satisfaction	59
36. Field study on the analysis of cooling load in PTAR library	60
37. Library NOTC	61
38. LockerMe	62
39. Pop-Up Library	75
40. Penggunaan Troli Transit Bersistematik Bagi Memudahkan Proses Penyusunan Buku Oleh Pustakawan	76
41. Perpustakaan Kafe	77

Design

1. Flexible Newspaper Holder	36
2. Rural Public Library Development Framework	37
3. Rural Community Learning Network Traits Model	38
4. Rotation Bookshelf	63
5. Spring Book Stopper	64
6. QRB (Quick-Response Book)	65
7. Book-Wheeler	66
8. Smart Chair	67
9. Paradise Library	68
10. Self-Pay Machine	69
11. E-Directory Display (E-DD)	70
12. Mobile Library	71
13. Web-based application architecture for attaining the society with desirable library collection	72
14. A Design of Positioning Book & Information Resources System	73
15. Curvey Bookcase	74

Human Monopoly

Ain Syahirah Binti Abd Rahim*
Nur Fatin Adila Binti Muhamamad*
Hasniza Binti Hassim*

* Fakulti Pengurusan Maklumat, Universiti Teknologi MARA (UiTM) Kedah, 08400 Merbok, Kedah.

Abstract

Human monopoly is one of the board game that involve player itself in this game. This game aim to help the autism sufferers an opportunities to communicate with others in non – verbal way, To combine a bunch of activities that appropriate for autistics children and to help ADHD sufferers to overcome focusing problem. Human monopoly is imitation from the monopoly board game. The difference is they using human player itself as a symbol. In each spot, they can choose either fate or chance only. Each fate or chance card is a flash card where there is instructions and activities in a short time. This board game encourage relationship between autism sufferers and other by using playgroup concept.

Keyword: Autism, board games, educational tools, communication kits.

Potential commercialization: - Library

- Children library
- Indoor playground
- Kindergarten
- School
- Home

Acknowledgment: *Special acknowledgement for UiTM Cawangan Kedah for providing financial support to complete this project.*



Faculty of Information Management
Universiti Teknologi MARA (UiTM)
Cawangan Kedah