

**DEPARTMENT OF ELECTRICAL ENGINEERING
UNIVERSITI TEKNOLOGI MARA
CAWANGAN PULAU PINANG**

FINAL REPORT OF DIPLOMA PROJECT

Q-MASTER FOR JAM SESSION

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**KHAIRUDDIN BIN MOHD ARDZI (2000316496)
MOHD FAZLI BIN AHMAD (2000110682)**

**SUPERVISOR
TUAN HAJI ABDUL RAHIM BIN AHMAD**

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ABSTRACT

In a jam session, for example in a game or a quiz, there must be a series of contestant and the most important is the Quizmaster. This device, “Q master” can be designed so that it is easier for the quizmaster to gain control of the game. This device will help the quizmaster to determine which contestant push the button first and give the right contestant to answer the question.

After the quizmaster read the question, he will push a button to give the contestants signal to push the button. An LED will light up for this purpose. The display will show which contestant should have the first turn to answer the question.

This device is very useful for the quizmaster and it will help the game to run smoothly.

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CHAPTER 1

INTRODUCTION

1.1 Background

People love quizzes because they give them hours of entertainment while simultaneously educating them. The winner is usually the person who comes up with the correct answer first. The quizmaster, who is at the helm, and generally acts as the judge, is the scorer as well. He cannot afford to waste time on the horns of a dilemma, which can drown the importance, and beauty of the contest. This is all the more true in 'Just a minute' (JAM) sessions and 'grab circuits'.

The idea of providing electronic aids to the quizmaster is neither unusual nor esoteric. The Q master is not just one more circuit to the existing Q fever. This device gives a digital display of the number of the participant whose turn it is to answer, or the serial number of the person or team ready to answer the given question. It gives a square deal to the participants, i.e., the second participant in order will get the second chance, after the first and so on. In short, Q master is an ardent imposer of the 'first come first served' rule. Furthermore, its master control can inhibit the possible attempts of all participants to answer simultaneously.