

Cawangan Melaka



EXTENDED ABSTRACT BOOK

Publication Date: 31 October 2022

ISBN: 978-967-15337-0-3

In Partnership:





Extended abstract

COPYRIGHT © 2022

ISBN: 978-967-15337-0-3

i-JaMCSIIX

Universiti Teknologi MARA Cawangan Melaka Kampus Jasin 77300, Merlimau, Melaka

Web: https://jamcsiix.wixsite.com/2022



ORGANIZING COMMITTEE

PATRON ASSOC. PROF. DR. ISMADI MD BADARUDIN

ADVISOR 1 Ts. DR. JAMALUDDIN JASMIS

ADVISOR 2 DATO' Ts. DR. MOHD NOR HAJAR HASROL JONO

PROJECT LEADER DR. RAIHAH AMINUDDIN

SECRETARY 1 Ts. DR. NOR AFIRDAUS ZAINAL ABIDIN
SECRETARY 2 PUAN NOR AIMUNI MD RASHID
TREASURER 1 CIK UMMU MARDHIAH ABDUL JALIL

TREASURER 2 CIK SITI MAISARAH MD ZAIN

PUBLICATION DR. RAIHAH AMINUDDIN

DR. SITI FEIRUSZ AHMAD FESOL JURY Ts. RAIHANA MD SAIDI

PUAN NOR FADILAH TAHAR @ YUSOFF

PUAN NORDIANAH JUSOH @ HUSSAIN

PUAN BUSHRA ABDUL HALIM

REGISTRATION CIK SITI AISYAH ABDUL KADIR

PUAN ANIS SHOBIRIN ABDULLAH SANI

DR. SURYAEFIZA KARJANTO

SYSTEM CIK FADZLIN AHMADON

PROMOTION PUAN ZUHRI ARAFAH ZULKIFLI ENCIK MOHAMAD ASROL ARSHAD

CIK NORZATUL BAZAMAH AZMAN SHAH

Ts. NURUL NAJWA ABDUL RAHID@ABDUL

MULTIMEDIA RASHID

CIK FADILAH EZLINA SHAHBUDIN ENCIK MOHD TAUFIQ MISHAN Ts. DR. CHEW CHIOU SHENG

ENCIK MOHD AMIRUL ATAN (APB)

AWARD PUAN HAJAR IZZATI MOHD GHAZALLI

PUAN NURUL EMYZA ZAHIDI PUAN FATIMAH HASHIM PUAN SITI RAMIZAH JAMA

CERTIFICATE PUAN FAIOAH HAFIDZAH HALIM

PUAN NUR NABILAH ABU MANGSHOR PUAN NUR SYUHADA MUHAMMAT PAZIL

PUAN NUR SUHAILAYANI SUHAIMI

TECHNICAL & PROTOCOL DR. AHMAD FIRDAUS AHMAD FADZIL

Ts. ALBIN LEMUEL KUSHAN ENCIK MOHD NABIL ZULHEMAY CIK ANIS AFIOAH SHARIP

SPONSOR PUAN SITI NURAMALINA JOHARI

PUAN ANIS AMILAH SHARI

INTERNATIONAL RELATIONS PUAN SYAFNIDAR ABDUL HALIM

Ts. FARIDAH SAPPAR

PROF. DR. IR. MAHFUDZ, M.P PROF. DR. IR. AMAR, S.T., M.T. PROF. IR. MARSETYO, M.Sc.Ag., Ph.D. ELISA SESA, S.Si., M.Si., Ph.D.

PROF. IR. DARMAWATI DARWIS, Ph.D.

DR. LIF.SC I NENGAH SWASTIKA, M.Sc., M.Lif.Sc.

ABDUL RAHMAN, S.Si., M.Si. SELVI MUSDALIFAH, S.Si., M.Si DR. I WAYAN SUDARSANA, M.Si. NUR'ENI, s.Si., M.Si.
DR. ENG. IR. ANDI RUSDIN, S.T.m M.T., M.Sc.
IR. ANDI ARHAM ADAM, S.T., M.Sc(Eng)., Ph.D.
DR. IR. MOH. YAZDI PUSADAN, M.T.
WIRDAYANTI, S.T., M.Eng.
IR. SAIFUL HENDRA, M.I.Kom.
MUKRIM, S.Pd., M.Ed., Ph.D.
ZARKIANI HASYIM, S.Pd., M.Pd.
AHMAD RIFALDI DJAHIR, S.Pd.
MARIANI, A.Md. Kom.
HAPPY PUSPITASARI, S.S.
JUNAIDI, S.Si., M.Si., Ph.D.
DT. Ir. RUSTAN EFENDI M.T.
PUAN SITI FAIRUS FUZI

PUAN SITI NURSYAHIRA ZAINUDIN

SPECIAL TASK

BRONZE SPONSOR

PUAN AZLIN DAHLAN PUAN BUSHRA ABDUL HALIM PUAN FARAH NADZIRAH JAMRUS Ts. FARIDAH SAPPAR PUAN HAZRATI ZAINI DR. NOOR HASIMAH IBRAHIM TEO PUAN NOR ADILA KEDIN PUAN NURUL EMYZA ZAHIDI Ts. NURULHUDA GHAZALI DR. RAIHAH AMINUDDIN PUAN SHAHITUL BADARIAH SULAIMAN PUAN SITI NURAMALINA JOHARI PUAN SITI NURSYAHIRA BT ZAINUDIN PUAN SITI RAMIZAH JAMA DR. SURYAEFIZA KARJANTO CIK UMMU MARDHIAH ABDUL JALIL PUAN YUSARIMA MUHAMAD

LIST OF REVIEWERS

DR. AZLAN BIN ABDUL AZIZ

DR. NOOR SURIANA BINTI ABU BAKAR

DR. NOR HANIM ABD RAHMAN

DR. RAIHAH BINTI AMINUDDIN

DR. SAIDATUL IZYANIE BINTI KAMARUDIN

DR. UNG LING LING

MR. JIWA NORIS BIN HAMID

MR. MOHD. IKHSAN MD. RAUS

MR. SULAIMAN BIN MAHZAN

MRS. ASMA HANEE BINTI ARIFFIN

MRS. FARAH NADZIRAH BT JAMRUS

MRS. MAHFUDZAH OTHMAN

MRS. NOOREZATTY MOHD YUSOP

MRS. NOR AINI BINTI HASSANUDDIN

MRS. NOR HASNUL AZIRAH ABDUL HAMID

MRS. NORAINI BINTI HASAN

MRS. NUR HIDAYAH MD NOH

MRS. NUR IDALISA NORDDIN

MRS. NURSYAZNI MOHAMAD SUKRI

MRS. RAUDZATUL FATHIYAH BT MOHD SAID

MRS. ROZIANIWATI BINTI YUSOF

MRS. SAMSIAH ABDUL RAZAK

MRS. SITI NURUL FITRIAH MOHAMAD

MRS. TAMMIE CHRISTY SAIBIN

MRS. UMMU FATIHAH BINTI MOHD BAHRIN

MS. FADILAH EZLINA BINTI SHAHBUDIN

MS. FADZILAH BINTI ABDOL RAZAK

MS. NOR ALWANI BINTI OMAR

MS. NUR NABILAH ABU MANGSHOR

MS. SITI FATIMAH BINTI MOHD RUM

MS. ZUHRI ARAFAH BINTI ZULKIFLI

TS. DR. ISMASSABAH ISMAIL

TS. DR. SHAFAF IBRAHIM

TS. HAWA BINTI MOHD EKHSAN

TS. NURULHUDA GHAZALI

Contents

No.	Registration ID	Project Title	Page
1	JM006	Hiding Information Digitally Under Picture (HIDUP) Using Image Steganography	1
2	JM009	Learning Shapes and Colours using JomLearn & Play Application for Children	5
3	JM010	A Novel Quality Grading Determination using Boxplot Analysis and Stepwise Regression for Agarwood Oil Significant Compounds.	9
4	JM011	A Novelty Classification Model for Varied Agarwood Oil Quality Using The K-Nearest Neighbor Algorithm	13
5	JM012	The Development of Web-Based Student Leadership Program Management System for 'Unit Kepimpinan Pelajar'	16
6	JM020	Jom Solat-iVAK: An Interactive Android Mobile Application in Learning Wudhu and Salah for Children with Learning Disabilities	20
7	JM024	Gold Price Forecasting by Using ARIMA	24
8	JM025	Recycle Now: Learning the 3R of Waste Management Through Game-Based Learning	28
9	JM031	Go Travel Application	32
10	JM032	SmartPark	36
11	JM033	iKEN 3D Environment Mobile Application	40
12	JM034	Click Car Services	44
13	JM035	Smart Vector Backpack	47
14	JM036	MY Ole-Ole Application	51
15	JM040	SH Jacket	55
16	JM041	FemaleSafe2Go	59
17	JM042	Avalyn	63
18	JM043	MyConvenient Travel Application	67
19	JM044	Visnis Apps	71
20	JM045	Cyclo Application	74
21	JM046	i-seeuWatch	78

22	JM047	ArenaSport Application	82
23	JM048	Melastomaceae species : A New Potential of Antioxidant Agent	86
24	JM049	Travesy	90
25	JM051	Borneo Food Hunter App	94
26	JM052	NIXON PACK	98
27	JM053	Ecoin Sustainable Smartwatch	102
28	JM054	SpaceBook	105
29	JM061	Nafas Face Mask	109
30	JM062	Handy Scrubby	113
31	JM064	POMCUT (PORTABLE MULTI-COOKING UTENSIL)	116
32	JM065	4 in 1 Tumbler	120
		Understanding Social Media Influence In Reviving The Trishaw	
33	JM072	Or "Beca" As A Popular Tourism Attraction In Melaka.	124
34	JM074	First Aid Stick	127



ArenaSport Application

Mohd Nur Akimi Bin Abd Hatim¹, Felice Felix², Lisa Stephan³, Nurul Alia Norish⁴, Umairah Binti Abd Khalid⁵

1.2.3.4.5 Faculty of Hotel and Tourism Management, Universiti Teknologi MARA, Cawangan Sabah, Campus Kota Kinabalu

mohdnurakimi@gmail.com, felicefelix543@gmail.com, lisastephan0527@gmail.com, nurulalianorish12@gmail.com, umairah88@uitm.edu.my

Abstract— Sports tourism is one of the fastest-growing sectors of the tourism industry, as an increasing number of tourists are interested in engaging in sports activities during their trips, regardless of whether sports are the primary purpose of their trip. Nations have been able to develop traits such as unity, solidarity, mutual understanding, and cooperation through the medium of sport. We are aware that the sports industry has changed significantly since the global pandemic crupted in early 2020. Consequently, apps are now required by this new standard. The application for this project aims to make it easier for sports fans to find what they are looking for by providing multiple services on a single platform, to provide system support for event organisers, athletes, and spectators, and to discuss any topic or issue related to the sport in order to enhance the experiences of all participants in upcoming mega-events. The ArenaSport app is a user-friendly mobile application that will serve as a centralised source of information regarding sporting venues, leaderboards and competition schedules, food, transportation, and sports-related frequently asked questions and merchandise. As a result, the "ArenaSport Application" was developed with the intention of simplifying the process of using the sports application, especially for event organisers, athletes, sponsors, and spectators from the host country as well as spectators from other countries.

Keywords - Sports, Athletes, Leaderboard, Transportation, Competition and Schedule

I. INTRODUCTION

Sports tourism is one of the fastest-growing sectors of the tourism industry, as an increasing number of tourists are interested in sports activities during their trips. Sports are physically competitive activities or games that aim to utilise, maintain, or enhance physical ability and skill while entertaining participants and, in some cases, spectators. In addition to job, income, and visitor spending benefits, sports tourism can enhance the attractiveness and competitiveness of a destination by diversifying the tourism offer. Facilitates visitors' length of stay and spending. Since the global pandemic of 2020, the sports industry has undergone significant changes, making apps an absolute necessity for sports enthusiasts. Even if they are unable to watch their favourite sport live, they can still engage with it via smartphone apps. Smartphone applications that allow users to follow sports news, review play-by-play events, stream videos, and analyse sports statistics have proliferated in recent years. Mobile apps provide users with immediate access to products, information, processes, and services, according to Bytes Technolab (2020). If the app was not connected to the internet, it can still function. The proliferation of mobile devices allows anyone to access any information or conduct any search with a single click. As we know, sports are popular around the world because people enjoy competition, love to watch their favourite teams compete, and because of the money in the industry. Applications of ArenaSport combine multiple functions into a single app to make searching for information easier. We are all aware that numerous sports applications already exist, however, these applications do not include a section on food, transportation, a translator, or a leaderboard. So these apps have functions developed in response to current demand and how an app should work to simplify getting the latest. Relevant sports information, locating sporting venues, purchasing food, answering frequently asked questions about the sport, always knowing the current leaderboard information, and never missing a game because this app schedules competitions. The application's most important feature is its ability to connect sports fans in one place.

II MATERIALS

A. Sport Venue Platform

ArenaSport provided value by including a sports venue to cut down on users' time spent looking for a sports venue on other websites. The user is made more comfortable while also receiving help when booking tickets on this platform. By simply selecting the sport they want to view, the locations and the event dates will be displayed.

B. Transportation Platform

They can search for what cars are available at that time and also it needs the user to enter the exact or current location as well as their wanted destination. There is also a map provided so the users will know the location of the drivers in order for the user to be alarmed. This platform also will show the price of the transportation. There will be a reminder on what time they should be ready to go to the chosen venue. There are three overlapping dots, it depicts the payment, messages and also their history of them using the transportation platform.

C. Leaderboard and Schedule Competition Platform

This app also includes the most recent or current leaderboard of medal gains from all countries. The user can see which country is first in gaining a medal on this leaderboard page, as well as their own country's medal for a specific game. If the user selects about sport badminton at the time, a leaderboard and scheduled competition will appear.

D. Food Platforms

The user can select the food they require for themselves on the food page. These applications provide users with a variety of food specifications. For example, fast food, seafood, Chinese cuisine, and dessert. This application also provides food that is close to the user, allowing them to obtain it without having to wait too long.

E. Frequently Ask Questions (FAQs) Platform

A FAQs page can be thought of as a simplified user manual or an automated customer support page. Product-related questions can be answered by users themselves. Prospective customers frequently ask the same questions to a large number of businesses. It takes a lot of time and effort for online support teams to answer these common questions. A FAQs section could have easily solved the situation.

F. Live Page Platform

The users will have the opportunity to watch a live stream of what games are ongoing. The users will watch it with thousands of people as this live page will include people all around the world. The users somehow can spam comments and watch the games that are playing at the same time.

G. Translator Platform

This platform will simplify the users from other countries. There might be some people that don't understand or know basic English only, so this page will make them at ease as it helps them in terms of translating languages they don't understand into their local languages. Either they use their vocal talking assistance or write it to translate the words.

H. Merchandise

The Merchandise that will be made in order to advertise ArenaSport more and sell their products in the future. This is the place where you can purchase promotional items such as t-shirts, shoes, badges, drink bottles, mugs, tote bags, and more. Users have the opportunity to purchase merchandise at the ArenaSport to give as gifts or keep as souvenirs.

III METHODOLOGY

The Arenasport application combines multiple functions into a single application, making it simpler for users to search for and find specific sport-related information. This information can help sports enthusiasts gain access to whatever they desire. The interface design of the ArenaSport Application is displayed in the table below.

Interface Design	Description	Interface Design	Description
Orders Contains	After the user downloads the app, they need to create an account to use the app's features.		When a user creates an account, they can enter their personal information and gain access to all of the ArenaSport application's features.
	The user can choose sport venues based on the sport that the user wants to watch.		By placing an order for the bus and all other modes of transportation, the user can choose which mode of transportation to use to reach the venue.
n ⇔ 9s Q	On this leaderboard page, users can view which country is first in a game and their own country's medal in a specific game such as Sea Games.		The user can select various types of foods based on their nutritional diets or favourite.
The second secon	A FAQs page is a compilation of frequently asked questions regarding a specific product or service.		On this Live page, the users will have the opportunity to watch a live stream of what games are ongoing.
⊕	This page indicates the Translator Pages. It helps people translate foreign languages into their own.		The Merchandise pages. Users have the opportunity to purchase merchandise at the ArenaSport to give as gifts or keep as souvenirs.

IV. RESULTS AND FINDINGS

ArenaSport Applications is the new application that we created based on the previous application related to sports. The primary function of this application is to provide the latest news in the sports industry. Besides that, this application also gives sports fans any related topic about sports and any feature provided. According to (Saiful Affendy Sapran, 2021), the Minister of Youth and Sports, disappointed after the IPC, did not give due consideration if it was true that Ziyad and two athletes from Ecuador and Australia entered the Call Room a little late. Therefore, this ArenaSport application will provide many features for sports fans.



Figure 3: Homepage menus of ArenaSport Application

V. CONCLUSION

ArenaSport application provides all the functions that allows all the users to get all access about the sports, about the food, event location, the transportation, and FAQs platform. This application also provides the merchandise page where users can buy the merchandise through the apps. As a result, the ArenaSport application has many benefits that the user can get or enjoy, especially when it comes to the sport industry and also for the future works the application needs to keep updating in terms of providing the best application which can fulfil the need and want from the target market and make the apps still relevant forever.

ACKNOWLEDGEMENT

The authors would like to express their gratitude to the Universiti Teknologi Mara (UiTM), Melaka Branch, for their assistance in organising this year's-JaMCSIIX competition. In addition, the authors would like to extend their gratitude to Mr. Alvin Gatu and Miss Umairah for providing direction and support for this project.

REFERENCES

- A. Milne, "10 Best Sports Apps (And What Makes Them Stand Out)," Insights Web and Mobile Development Services and Solutions, Aug. 18, 2021. https://www.netsolutions.com/insights/10-best-sports-apps/ (accessed Sep. 30, 2022).
- [2] Bytes Technolab, "Mobile apps are the next big frontier that is the ultimate for business growth. With the advancement of tec...," Linkedin.com, Jan. 02, 2020. https://www.linkedin.com/pulse/top-10-crucial-facts-why-mobile-apps-important-your-bytes-technolab (accessed Sep. 30, 2022).
- [3] Farezza Hanum Rashid, "KL2017 digital platform hypes up 29th SEA Games, 9th ASEAN Para Games," NST Online, Jul. 13, 2017. https://www.nst.com.my/sports/others/2017/07/257090/kl2017-digital-platform-hypes-29th-sea-games-9th-asean-para-games (accessed Sep. 30, 2022).
- [4] Sport, "Sport tourism when sports contribute to tourism image of a destination," 2020. http://outbox-consulting.com/sport-tourism-when-sports-contribute-to-tourism-image-of-a-destination.html#:~:text=According%20to%20UNWTO%2C%20sports%20tourism (accessed Sep. 30, 2022).
- [5] "South East Asian Games," FEI, Aug. 03, 2012. https://inside.fei.org/fei/games/cont-regional/sea (accessed Sep. 30, 2022).
- [6] "4 Reasons Why Sports Mobile Apps are a Winning Formula for the Sports Industry," Rakuten DX, Feb. 09, 2021. https://rakuten-dx.com/blog-4-reasons-why-sports-mobile-apps-are-a-winning-formula-for-the-sports-industry/ (accessed Sep. 30, 2022).