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JABATAN INFOSTRUKTUR
PEJABAT PEMBANGUNAN INFRASTRUKTUR &
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MALAYSIA

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FoodHunter App

ABSTRACT

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As food and beverages industry had grown, we saw an opportunity for this industry to go further by introducing more to new developments of technology in solving daily problems and also providing easier way for both worker and customer. For our innovation, we decide to create an apps for all food and beverages industry that can be used as online system booking, payment, reservation and feedback.

INTRODUCTION

As many foods and beverages sector faced problems to manage the system of their company, we come out with the idea of making an apps for the both employees and customer. By using this app, the customer can simply choose their favorite restaurant to making reservation, update with the current availability to dine in and what menu did they served. For the employees, in the system when their customers already key in the system, they will know their list menu for each table and easily can detect what dishes they already got and what is not.

METHODOLOGY

This study method using qualitative method where we explore some customer problems on food and beverage industry by online research. For example, customer faced trouble before reserve a restaurant.

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RESULTS

- The result is customer will save their time by doing a reservation before entering a restaurant.
- Customer can get a clear description of the restaurant that they want to go.
- The restaurant can have a smooth navigation and van avoid order errors.

CONCLUSION

The FoodHunter app is an initial idea to improve food and beverages industry that might take slow down because of high demand on customer and pandemic. By doing some research and getting to know customers' problems, we hope FoodHunter will pleasant customer with various selection.

ACKNOWLEDGEMENT

First and foremost, I am grateful to Allah because give me and my friends a chance to finish this assignment. I would like to express my gratitude and appreciation to all those who gave us the possibility to complete this assignment. As the completion of this poster gave me much pleasure, I would like to sincerely thank to finish our respectable lecturer, Profesor Madya Dr Mazlina Binti Mahdzar of subject Digital Technology in Tourism (HTT511) for her advice, guidance, and understanding to finish this assignment. In addition, I would like to express my gratitude towards our family and classmates for always being with me and supporting us in every situation. I would also like to thank to all those have directly and indirectly guided and helped me in completing this assignment.

HOTEL LIVE CHAT BOX

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SUPERVISOR NAME

Profesor Madya Dr Mazlina Binti Mahdzar

ABSTRACT

This idea will be developed during the 21 century this project that will be a new innovation for the hotel. It is because some of hotel will neglect the or ignore about the services in the hotel. This development also important to the hotel in virtually because the role of technology can make the business will growth and profitability. The development of innovation can be run as project because the innovation and project go together when they being develop. In this project we will use the concept that innovation project management and specify the conventional project. By doing this innovation we can contribute to the academic program and debate between the innovation and project management.

INTRODUCTION

There are a lot of articles, new papers and books that tell us about the innovation and project management that being popular day by days. It is because in book there are a topic innovation. In that book they already summarize the theory and the example of innovations project that. Then the purpose of innovation project is to create the new product or improved the products, technology, process and services.

Actually, this project management is a combination between technology and services but at the same time is about to realisation the new ideas in hotel management. At most of hotel didn't applies the services at their hotel. However, the understanding of how to create the innovation project by our experience and research that really obvious. This innovation project involved the development of hotel to create the new live chat and to improved the services in their hotel. By launching the new business model and new practices about how the project applied to our life.

METHODOLOGY

The main purpose of this project is to build a live chat box section for hotel service. Where it is can facilitate customers who want to find information or complain about any problems about the hotel. For example, they can ask questions in the live chat box at any time. The advantage of this live chat box section, it is automatic and quick to provide feedback to customers where they can interact at any time. Hence, they don't have to wait long to get the answer. Since there are various complaints and problems faced by customers that cannot be resolved in a short time, then with the live chat box section this can help customers to get answers quickly.

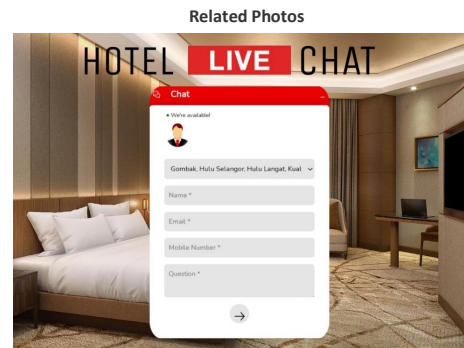
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RESULTS

The result of this idea is that hotel customers will be able to enjoy good and the best of the hotel service. This can also help hotel management and ease the work of employees who work as customer service. Hence, with the existence of this live chat box technology in all hotels in Malaysia and abroad, this can further raise the standard of service of the hotel management.

CONCLUSION

In conclusion, innovation is lifeblood to any large organizational technological that can provide the potential to change the competitive status as well as management in an industry that involves the effective integration of people, processes and organizational plans. Currently, countries are adopting national strategic roadmaps to foster innovation and increase their economic impact especially in the areas of tourism and hospitality. Therefore, the use of innovative technology such as hotel live chat not only strengthens the service of a hotel but also improves the smoothness of work.

ACKNOWLEDGEMENT

First and foremost, thanks to the organizer IT Conference 2022 because give us oppoturnity to join this programme and to shows our talents here. We also like to thank to our Professor Madya Dr. Mazlina Binti Mahdzar, lecturer for the subject of Digital Technology In Tourism (HTT511), for her willingness to guide and provide guidance throughout this project. We were able to finish this project successfully. She also provided good cooperation if we had any questions about this project.

Apart from that, thanks to the members of our group, Nurin Zulaikha, Nurul Malissa Shahira, Siti Zulaika, Ahmad Zulkarnain, and Wongsakorn Rueanphet, for their hard work in completing this project. The project could not have been completed well without the assistance and support of the members of this group. We would also like to thank our friends, and family members for their help in preparing this project. For example, it helps emotionally and provides uplifting motivation.

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VR DIGITAL CONCERT

SUPERVISOR NAME

Profesor Madya Dr Mazlina Binti Mahdzar

ABSTRACT

Virtual Reality Concert is a technology that allows people to experience a live concert while feeling immersed in their surroundings. This environment is viewed through a device known as a Virtual Reality headset or helmet. Normally, people use a VR headset for gamification, but it can also be used for other forms of entertainment, such as a virtual concert. Even, many concerts were cancelled due to pandemic Covid-19 and other issues such as the death of an actress and most people are concerned about crowded places. The digital concert can provide more entertainment to anyone who wants to participate and can be used wherever you want and enjoyed without interruptions. In addition, it can be used at home along Covid-19. Besides, to make the digital concert more interesting, we have included hologram technology for attendees and singers to gain new experiences from watching and performing in the concert. Last but not least, with virtual reality concerts and hologram technology, people can join the concert and enjoy it wherever they want.

Keyword: Virtual Reality Concert, Hologram Technology



INTRODUCTION

A virtual reality concert is a form of entertainment for people who want to participate in a virtual concert from the comfort of their own homes or any other location. They can attend any type of concert, whether local or international concert. For examples is people using a VR headset and playing a Blackpink Concert that showing a singer and audiences on the stage when using a hologram technology. Even if there are some of problems such as the concert is postponed or there involves the death of the singer, VR digital can be used and show the singer virtually on stage and make it look like real.

METHODOLOGY

VR can model the world in very visual, chemical, medical, astronomical or physical ways, simulations can offer design, techniques and ideas in every field. Therefore, in a concert that uses this VR method can feel like a real concert and can even be felt more clearly. With the advent of Digital VR, the total number of viewers will increase because most entertainment fans prefer this method because it looks more clearly and will give satisfaction to the audience.

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RESULTS

The result that will be obtained from this product is that it can maintain the relationship between the community or relatives no matter how far or close. Its uncomplicated use will make it easier for people to use it more often. This tool is also suitable for use regardless of age or old or young suitable for use without any risk. So this product will bring great results to the national economy. It can not only strengthen the relationship between the community in the country. It can also be a platform that connects us with friends from abroad. So this tool is very suitable if you want to find new friends abroad. Indirectly, this product can also provide knowledge about how to live other cultures from abroad. So the results shown by this product is very lucrative because it will contribute a lot of benefits from various sectors as well as for the community

CONCLUSION

Virtual reality's future is difficult to predict, but one thing is certain the entertainment industry will witness significant changes. Virtual reality eventually gave way to video games and concert. For example, Nintendo Wii and Project Natal are amazing because the user interacts with the game through physical movement. Also, many more 3D movies are being produced, and they may become more engrossing in the future. In addition, virtual reality can be utilized to watch real-world concerts. This concert virtual reality headset can be worn at home or anywhere else.

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