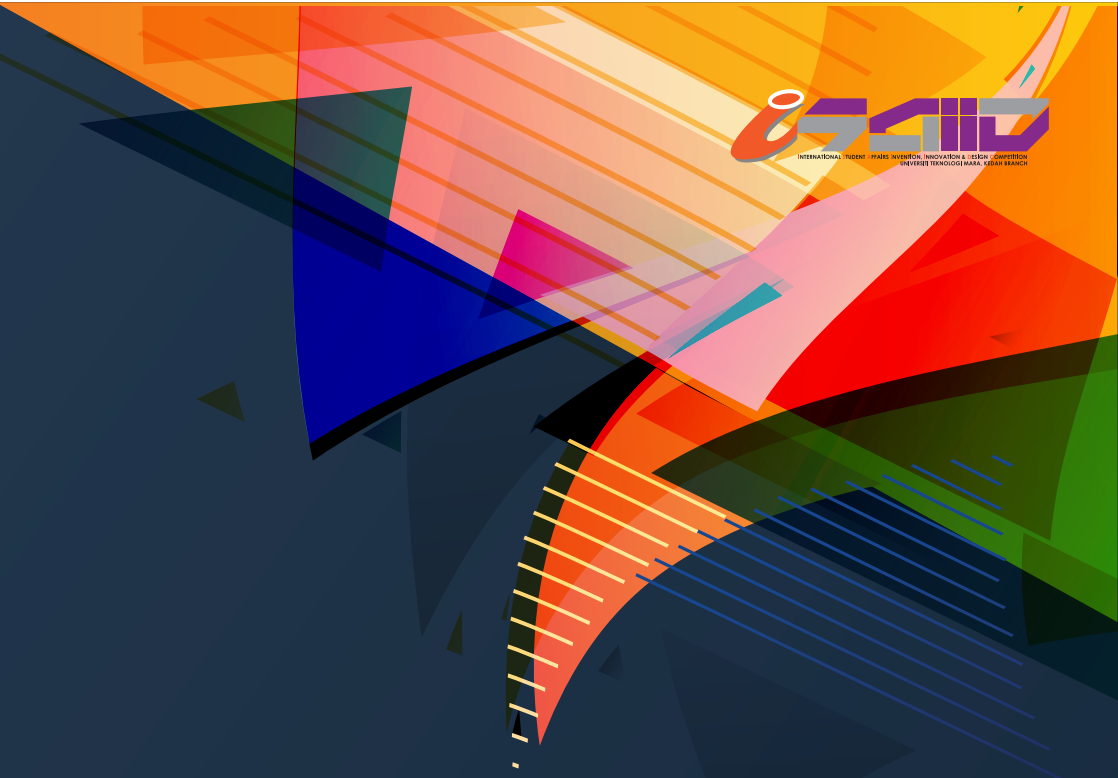

2019

ACADEMIC INTELLECTUAL
INTERNATIONAL INVENTION, INNOVATION & DESIGN BOOK

Published by : Student Affairs Department,
Universiti Teknologi MARA Kedah,
P.O. Box 187, 08400 Merbok, Kedah, Malaysia.

Patron : Dr. Wan Irham Ishak
Dr. Abd Latif Abdul Rahman

Project Manager : Yazwani Mohd Yazid

Design Director : Mohd Hamidi Adha Mohd Amin
Fadila Mohd Yusof

Editorial Director : Mohd Hamidi Adha Mohd Amin
Mas Aida Abd Rahim

Copyright © 2019 Student Affairs Department, Universiti Teknologi MARA Kedah.
No part of this publication may be reproduced, stored in retrieval system, or transmitted in any form or by means, electronic, mechanical, photocopying, recording, or otherwise, without the prior permission of the publisher.

ISBN : 978-967-0314-71-6

Printed by : Perpustakaan Sultan Badlishah,
Universiti Teknologi MARA Kedah,
P.O Box 187, 08400 Merbok, Kedah, Malaysia.

55.	LinProT: AN INNOVATIVE COURSEWARE WITH INTEGRATION OF AUGMENTED REALITY FOR OPTIMIZATION METHODS	57
56.	HEALTHNAV@INFO: A PERSONAL MOBILE MAPPING HEALTHCARE SYSTEM FOR COMMUNITY ACCESSIBILITY SERVICES	58
57.	MyDISEASE@MAPPER: A FREE AND OPEN SOURCE PLATFORM FOR GEOSPATIAL DISEASE EPIDEMIOLOGY IN MALAYSIA	59
58.	THE DEVELOPMENT OF INTERACTIVE LEARNING METHODS THROUGH AUGMENTED REALITY IN ENGINEERING DRAWING	60
59.	HEALTHY LIFESTYLE WITH DIABETEA	61
60.	EDUCATIONAL ANDROID SIMULATOR OF RES-CIRCUIT QUIZ BOARD	62
61.	BELOVED TRACKER SYSTEM	63
62.	GAS LOAD MONITORING SYSTEM BASED ON IOT TECHNOLOGY	64
63.	MONOENGLISH	65
64.	HOMETUTORINK: A MOBILE APPLICATION FOR HOME-TUTORING SERVICES IN MALAYSIA	66
65.	UTILIZATION OF BEESWAX TRIGONA Sp. AS A BIOSOLAR ADDITION TO INCREASE SUPPLY OF RAW BIODIESEL FRIENDLY IN THE FUTURE	67
66.	ECO BIO-SPRAYER	68
67.	BELIMBING TUNJUK, A CHEMISTRY AND COOL IN JAR: NUTRITIOUS AND SATISFYING LOCAL FRUIT	69
68.	ECOSEGAR BIO-STRAW	70
69.	3 IN 1 BABY CUTIE DISPENSER (BCD)	71
70.	MOBILE ADJUSTABLE ROSTRUM	72
71.	FUN-EDU	73
72.	SMART CHAIR	74
73.	RAK PUSTAKA MINI	75
74.	EZHCHECKUP	76
75.	PHARMACY QR CODE	77
76.	EDU-BAR RULER	78
77.	ACCOUNTANTALIZING	79
78.	EZ-STOPPER	80
79.	FLAWASH	81
80.	IMPLEMENTING THE BOUTIQUE OF CHARITIES IN IMPROVING THE DISCIPLINE AND BASIC NEEDS OF STUDENTS AT PERAK MATRICULATION COLLEGE	82
81.	@LUNA: EFFECT OF MOON PHASE	83
82.	ORGANIC FERTILIZER	84
83.	MECHATRONIC SMART TRAINING KIT	85
84.	GREELA: GREEN PULSED ELECTRIC FIELD-ASISSTED EXTRACTION OF SPIRULINNA SP. CAROTENOID FOR ENRICHED-OLIVE OIL TO ACHIEVE SUSTAINABLE HIGH VITAMIN A OIL AVAILABILITY	86
85.	REVISITING THE INDIGENOUS FOLKLORES: AN EDUTAINMENT PROJECT	87
86.	SUSTAINABLE TABLE POT 1.0	88
87.	MAHIR JAWI (MAJA)	89
88.	CODETOPROTECT	90

INNOVATION
CATEGORY

MONOENGLISH

Putera Haikal Iskandar Syamsudin, Nur Aina Athirah Mazri, Che Nurul Liyana Che Mat Noor, Nadhira Qasreena Mohammad Lutfi and Siti Aishah Taib

UiTM Cawangan Johor Kampus Pasir Gudang, Masai, Malaysia

aishahtaib.elc@gmail.com

MonoEnglish is a language game created by ESL students, to be played by ESL students. It aims at making English language learning fun, hence reducing students' anxiety while learning the language. This game is unique as it enhances the players' knowledge and skills in English language by combining 4 types of questions: vocabulary, speaking, riddle and grammar, thus making it different from the other language games. It is also special because it has to be played with at least 2 players; therefore, it helps the players to communicate in English while playing the game. The players will be attracted to play the game because it has an interesting and colourful layout. MonoEnglish is useful to be played in an English language learning classroom, as a game at a party, or by a group of friends who want to spend their time learning English in a fun and exciting way. It has excellent potential for commercialization because it provides a unique and fun way to learn English for ESL students.

ISBN 978-967-0314-71-6