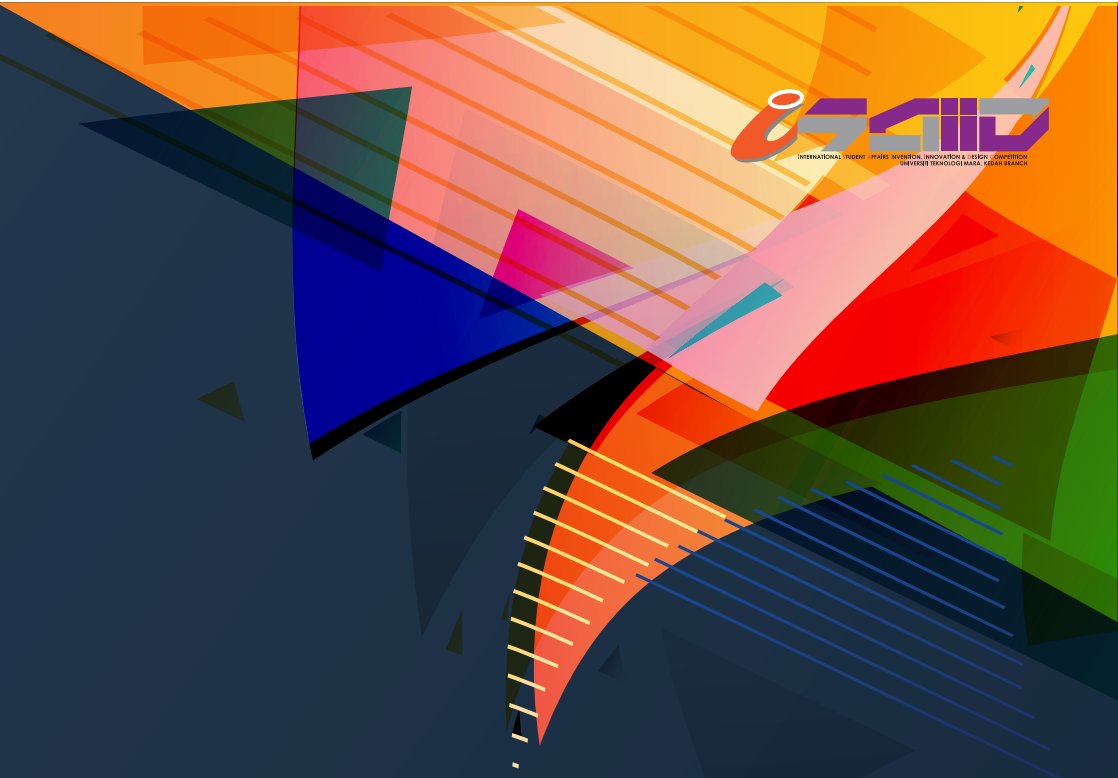

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89.	Dadu BiMate TJI: AN INNOVATION OF BOARD GAME FOR FUN AND EFFECTIVE NUMBER, BASIC OPERATIONS AND BASIC MEASUREMENT FACTS LEARNING IN PRIMARY MATHEMATICS	91
90.	ANICARE	92
91.	PEMPEK BO SANG (FISHCAKE MADE OF BANANA'S FLORAL STEM)	93
92.	EXAMINATION MANAGEMENT SYSTEM (EXAMS)	94
93.	KLEAN	95
94.	MUSON (MUSHROOM NOODLE) INNOVATION OF HEALTHY FOOD PRODUCTS FROM OYSTER MUSHROOMS WITH NEW INNOVATION AS A POTENTIAL BUSINESS OPPORTUNITY IN PUBLIC SECURITY	96
95.	TENAGA GUNA SEMULA (TEGUSE)	97
96.	ANALISIS PUNCA MASALAH PEMBELAJARAN OPERASI TOLAK DALAM LINGKUNGAN 10 DAN KEUPAYAAN BITOBI MATCH-UP DALAM MENGATASI MASALAH: KAJIAN RINTIS	98
97.	IMPROVING STUDENTS AWARD SELECTION PROCESS THROUGH THE DEVELOPMENT OF AKSIS (ANUGERAH KECEMERLANGAN SISWA) WEB INFORMATION SYSTEM	99
98.	IMPROVING RECORDS' MANAGEMENT PRACTICES VIA ATTENDANCE MONITORING SYSTEM (AMOS)	100
99.	DELAT ADLER: THE PORTABLE AND VERSATILE ELECTRCITY GENERATOR.	101
100.	DISASTER E-DRONE PREVENT INCREASING OF VICTIM ENGLISH!	102
101.	SPEAK UP SYSTEM	103
102.	H-BALM: HARUMANIS-BASED RELIEVING PRODUCT	104
103.	H-CUBE: INNOVATIVE HARUMANIS PERLIS PRODUCT	105
104.	DARE TO INVEST: CREATIVE MIND AND INNOVATIVE IDEA	106
105.	POLYVALENT CARREL	107
106.	Ezi4BANNER 2.0	108
107.	RANGGU " THE NATURAL COLOUR"	109
108.	SMART EMERGENCY DRONE FOR MANAGEMENT OF DISASTER	110
109.	SMARTOVATION YUZA WITH LONG DEPENDABLE WIRES	111
110.	THE CONVERSION OF THERMOELECTRIC ENERGY INTO ELECTRICAL ENERGY IN APPLICATION OF DEREM CHARGER	112
111.	TEH HARUMANIS PERLIS	113
112.	CAR CARBON MONOXIDE DETECTOR (CARMOD)	114
113.	RECYCLE BIN : WASTE BUSINESS PLATFORM TO IMPROVE SCAVENGER'S CHILDREN EDUCATION BASED ON MOBILE APPLICATION	115
114.	SMART WUDHUK	116
115.	CAPTION (CANTILEVER PIEZOELECTRIC ENERGY HARVESTER WITH ENERGY BANK SYSTEM FOR FISHERMAN) AS AN ALTERNATIVE TECHNOLOGY INNOVATION TO OPTIMIZE MARITIME ENERGY RESOURCES	117
116.	AUTO WATER RECLOSE	118
117.	WIRELESS AIR POLLUTION DETECTOR (MAGIC NOZZ)	119
118.	E-CAMFINDER LEARNING APPLICATION	120
119.	ROTARY GRILL-gen2	121
120.	GARBARGAIN : A SOLUTION FOR PRA-PROSPEROUS COMMUNITIES BY EXCHANGED GARBAGE TO GET THE SUITABLE LEFTOVER FOOD	122

INNOVATION
CATEGORY

E-CAMFINDER LEARNING APPLICATION

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Mobile devices have become common phenomenon not only for adults but also children from all ages. These devices most frequently use by children for entertainment purposes especially to download and play the games from Google Play Store or Apple's App Store rather than for educational purposes. What needed for the children is an appropriate educational mobile application which is suitable for the children. This paper discusses on the object recognition mobile learning application for children age between 7 to 12 years old through mobile application. The objective of this project is to develop a ECamfinder Learning Application tools in identify the object image name. The application will be able to provide the unfamiliar object image name and the description of it by using the application. By having this application, the problem of difficulty to identify the object name will be solved as this application will directly display the name of the image to the user. Based on the result of post survey conducted, which are from teachers and between students as the users. The survey shows, the teachers and students also agreed that, E-Camfinder Learning Application are very helpful to the children as it can improve and gives positive impacts to the children. The application is expected to help the children in identifying the unfamiliar object name and describe the object image with the use of the application. The level of children understanding towards the object name can be improved and the problem to identify the object name can be. Apart from that, it will ease the parents and teachers to facilitate the children to learn and have a best method of learning in order to increase the children learning process.

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