

**KEPUTUSAN PINGAT BAGI KATEGORI D - ICT & MULTIMEDIA**

<b>BIL</b>	<b>NO. BOOTH</b>	<b>ID DAFTAR</b>	<b>TAJUK PROJEK</b>	<b>PINGAT</b>
1	D002	PI2018D1132	ENGAGING GAMIFICATION MECHANIC DESIGN FOR TVET OPEN LEARNING PLATFORM (EG-MOOC)	EMAS
2	D013	PI2018D1494	MEMPERCEPATKAN PROSES MENGAKSES MAKLUMAT KESELAMATAN BAHAN KIMIA	EMAS
3	D014	PI2018D2343	QS JUNIOR	EMAS
4	D017	PI2018D2321	E- TNA IDENTIFICATION	EMAS
5	D018	PI2018D2111	SPEAKS HYBRID	EMAS
6	D019	PI2018D1873	OTG RESUME	EMAS
7	D022	PI2018D1956	SKIMMING AND SCANNING APPLICATION	EMAS
8	D028	PI2018D1826	IOT MONITORING OF MEDICAL VITAL SIGNS	EMAS
9	D036	PI2018D1825	WATER MONITORING USING WSN	EMAS
10	D040	PI2018D2450	E ATTENDANCE SYSTEM	EMAS
11	D042	PI2018D2201	PKDPT SPOTCHECK	EMAS
12	D046	PI2018D1336	MEKANISME PENYALURAN MAKLUMAT LATIHAN DAN INOVASI YANG KURANG BERKESAN	EMAS
13	D047	PI2018D2427	SEED-S	EMAS
14	D052	PI2018D2395	SCHOOL ADVANCE MONITORING APPS (SCADMAP)	EMAS
15	D001	PI2018D1137	GAMIFIED E-LEARNING TO INCREASE LEARNING ENGAGEMENT (MGLEB)	PERAK
16	D003	PI2018D1199	SCAFFOLDING STUDENTS LEARNING IN BYTESIZE: SNACK LEARNING	PERAK
17	D004	PI2018D2245	AN EXTERNAL MONITOR	PERAK
18	D005	PI2018D1130	LPV CAM	PERAK
19	D007	PI2018D1343	EMERGENCY CALL APPS	PERAK
20	D009	PI2018D1787	KAMUS LINUX UBUNTU (KALIU-JDT)	PERAK
21	D010	PI2018D1246	SMART PORTABLE NOTIFICATION SYSTEM ( SPNS)	PERAK
22	D011	PI2018D1359	UNIVERSAL RFID SWITCH	PERAK

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23	D012	PI2018D1362	SMOKE ALARM DETECTOR	PERAK
24	D020	PI2018D1106	INNOVATIVE PET FEEDER (INNOPET)	PERAK
25	D021	PI2018D2049	INTEGRATED KEY MANAGEMENT SYSTEM (IKEYBOX)	PERAK
26	D025	PI2018D1973	SMART WATCH AL –QURAN READING FOR SOLAH (SWARS)	PERAK
27	D032	PI2018D1708	CALLING COUNTER ORGANIZED BY WEB APPS	PERAK
28	D033	PI2018D1436	FISHERIES MOBILE INFORMATION PACKAGE (FISHMIP)	PERAK
29	D035	PI2018D1696	SISTEM PENILAIAN PENGAJARAN PENSYARAH MENGGUNAKAN APLIKASI WEB @ MOBILE APPS	PERAK
30	D038	PI2018D2074	FRIM SMOTS	PERAK
31	D041	PI2018D1213	YES POLIMAS SYSTEM	PERAK
32	D049	PI2018D2124	EXCUSE TIME	PERAK
33	D051	PI2018D2154	AQUA TX	PERAK
34	D016	PI2018D1498	E-MEMO	GANGSA
35	D023	PI2018D2224	IWALK-IN	GANGSA
36	D027	PI2018D2315	ENHANCING MOBILE SIGNBOARD TRANSLATION SYSTEM THROUGH UNDERSTANDING OF USER EXPERIENCE	GANGSA
37	D029	PI2018D1823	VR HOME-BASED BALANCING THERAPY MACHINE WITH IOT MONITORING	GANGSA
38	D031	PI2018D1721	AUTOMATIC GEOLOCATION COD SYSTEM	GANGSA
39	D039	PI2018D2448	AUGMENTED REALITY ON CENTRE OF TOWN AND REGIONAL PLANNING (AR ON CTOP)	GANGSA
40	D043	PI2018D1170	STREET LEGEND: PRESERVING TRADITIONAL CULTURE GAMES OF KONDA KONDI THROUGH MOBILE APPLICATIONS	GANGSA
41	D044	PI2018D1284	MYTAP	GANGSA
42	D050	PI2018D2133	SISTEM KELUAR MASUK KENDERAAN ILP MIRI	GANGSA
43	D006	PI2018D1131	HUB RAMBAI	PENYERTAAN
44	D008	PI2018D1183	EZY MOHON	PENYERTAAN

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45	D015	PI2018D1030	E-PPI REPORT	PENYERTAAN
46	D024	PI2018D2068	PROSEDUR OPERASI PIAWAIAN MENGGUNAKAN IMEJ KOD QR	PENYERTAAN
47	D026	PI2018D2006	FYP DILOBO (FINAL YEAR PROJECT DIGITAL LOGBOOK)	PENYERTAAN
48	D030	PI2018D1243	QUICK STATIONS	PENYERTAAN
49	D034	PI2018D1763	PDRM VISIT LOG SYSTEM	PENYERTAAN
50	D037	PI2018D1822	AUGMENTED REALITY IN LEARNING COMPUTER SYSTEM	PENYERTAAN
51	D045	PI2018D2079	JTMK POLIMAS INFORMATION SYSTEM	PENYERTAAN
52	D048	PI2018D2150	PI GAME TABLE	PENYERTAAN