

RICES 2020 RESULTS

HUMANIZING INNOVATION AWARD

B004 - mySolar

A1018 - Latex Glove Cutting and Binding Mechanism With Computerized Protein Estimation System

GOLD MEDAL

A1012 - Energy-Efficient Interference Management Techniques for Multi-cell Multi-tier HetNets

A1018 - Latex Glove Cutting and Binding Mechanism With Computerized Protein Estimation System

A1023 - Peak to Average Power Ratio (PAPR) Reduction Techniques for Visible Light Communication

A1025 - Rehabilitation Using Biofeedback System

A2010 - Connected and Interactive Advertising Campaign (CONNECT-INTERACT)

A2015 - In-Vehicle Active Monitoring Tool (iV-Active)

A2020 - SIGNSCAN – Signage Classification and Notification: An Automatic Sign Recognition System

A3004 - Smart Mixed Reality Mobile Application for Guided Aircraft Maintenance Learning

A4004 - Adept Elite Online: Online Learning Portal & Resource Repository for Professional Development

A4025 - Impact of Pedagogical Agent Approach on Students' Learning

A4030 - Left and Right Brain Balancing Application With EEG Neurofeedback System

A4031 - Mapped Mobile Interactive System in TPACK Framework

A4037 - Modelling the Relocation of Older People to a Smart Retirement Village: A Push-Pull Framework

B004 - mySolar

C001 - Alex Snow School

C011 - Sehaty

E012 - Revitalisation of Cultural Heritage Businesses: Challenges and Opportunities in New Normal

RICES 2020 RESULTS

SILVER MEDAL

- A1001 - A Study on Brain Activity During Quran Listening and Recitation
- A1008 - Development and Performance Analysis on Antennas for 5G Communication Technologies
- A1014 - FPGA Implementation of Ofdm Transceiver for MM Wave Communication System (5G)
- A1019 - Linear and Efficient Wideband RF Power Amplifier for Multi-Band Applications
- A1024 - Real-Time Optical Fiber Dosimetry System
- A1029 - Tracking Localization in Smart Bins Using Load Cells
- A2006 - Automated Diagnosis of Chronic Wounds for E-Health Applications
- A2007 - Automatic Blending of Two 3D Model Parts
- A2009 - Bioinformatics Database: COVID-19 Vaccine Candidates by Identification of B and T Cell Multi-Epitopes Against SARS-CoV-2
- A2014 - Geo-Tagged Emotion AI (GEOEMI)
- A2022 - Smart Toilet 2.0: IoT implementation for Resources Optimization Driving a User- Centric System Design
- A3001 - Didi the Explorer Mobile Game
- A4001 - 3d-Printing Rat and Augmented Reality Aided Venipuncture Teaching Tool for 21st Century Education
- A4012 - Developing a Framework for Patients' Choice of Private Dental Care Service in Malaysia
- A4022 - Fostering Self-Regulated Learning for Smart Learning in Learning Cities: A Case of a Smart City in Malaysia
- A4024 - Health Education for All: A Creative Creation Research Project
- A4029 - Interactive Augmented Reality Application (IARA) for Learning Mathematics
- A4033 - Measuring Muslim Consumers' Intention and Purchase Behaviour Towards Shariah Compliant Hotels in Malaysia
- A4034 - Micro Courses for Mental Wellness Priorities
- A4035 - Model for Frugal Innovation Through Intellectual Capital and It Capability to Build an IR4.0 Education Ecosystem
- A4039 - Open-Source Reconfigurable 4G LTE Training Kit



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A4042 - Preliminary Study on the Awareness of P2P Lending Platforms in Malaysia

B001 - Augmented Reality in Business Card

C005 - Driving Simulator for Driving Education

C007 - Kondis Green Aquaponic Greenhouse

E008 - Embedding Entrepreneurial Learning in Virtual Reality Project 1 MVR3003

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BRONZE MEDAL

A1002 - ALICE: A General Purpose Framework for a Virtual Artificial Intelligent Agent

A1011 - Energy Supply & Sustainability in Rural Areas

A1016 - IOT Towards Smart Monitoring and Control of Hydro-Solar Power Generation System

A1017 - JOMSOLAT: A Prayer Adherence System

A1020 - LTE-DSRC Hybrid Performance Optimization Using MIMO With Space Time Frequency Diversity in Vehicular Communication

A1021 - Machine Learning-Based Node Selection and Jamming Strategies Under Physical Layer Security for Cooperative Non-Orthogonal Multi Access System

A2004 - Automated Detection of Speech Content for Film Censorship Using Deep Learning

A2011 - Early Detection and Prediction of Forest Fire From the Machine Learning Perspective

A2013 - Gait Recognition Using Deep Convolutional Feature and Hash Coding

A2018 - Mirror Therapy for Stroke Rehabilitation via Virtual Reality

A2021 - Simulating Difficulty Adjustment in Proof-of-Work Blockchains with SimBlock

A3005 - Virtual Reality Simulation Kit for Nanotechnology Procedural Practice

A4008 - Construction Waste Management: A Systematic Literature Review Of TPB & NAM

A4010 - Determinacy of Qalb Behavioral Traits Towards Inclusive Entrepreneurial

A4013 - Developing a Teaching & Learning Ecosystem in Virtual Learning Classroom Using RICES Strategy & Team Based Learning

A4015 - Developing Regulations to Reduce Human Error in SMEs Manufacturing Industry

A4023 - G-V-C Approach and Team-Based Learning for Undergraduates' Learning in Virtual Classroom: Preparing Undergraduates for Industry 4.0

A4032 - Marine Debris Monitoring & Assessment Using Standing-Stock Survey at Selected Beaches Along Pahang Coastline

A4036 - Modelling Islamic Leadership Style From the Perspective of GLC Employees in Selangor



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A4045 - Religiosity, Technology Readiness, Data Analytics Competencies and External Auditors' Performance: A Data Analytics Competencies Model Perspective

A4048 - Student Engagement and Collaborative Interactive Surface: Some Empirical Findings

A4052 - The Deadly Human Papillomavirus (HPV) Infection: Influencing Factors Towards Cervical Cancer Awareness Among Muslim Youths

A4055 - Virtual Reality Electrical Plug & Socket Training Kit

B003 - Edcraft Gamified Learning (EGL) – An Online Recycling Workshop

B006 - Scalable Aquaculture Monitoring System

C012 - Tukang

E004 - e-Bazaar: The Challenges and Opportunities in the New Normal

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HONOURABLE MENTION

- A1003 - Artificial Neural Network Modelling of 3d Printed PLA Part
- A1004 - Comparison of Modelling Techniques for Polymer Fiber Drawing Systems
- A1005 - COV_CTX: Lung CT-Scans and X-Rays Artificial Intelligence Enabled Analyzer for Covid-19 Cases
- A1006 - Data Analysis and Prediction on Household Power Consumption
- A1007 - Design and Implementation of an IOT-Enabled Interactive Kiosk
- A1009 - Emotion Recognition for Mental Health Monitoring System
- A1010 - Energy Harvester Using Piezoelectric Transducer
- A1013 - Energy-Efficient Resource Allocation with Interference Mitigation for Cognitive Heterogeneous Cloud Radio Access Network (CH-CRAN)
- A1015 - Fuzzy Logic Modelling of 3D Printed Aluminium Part
- A1022 - Multiuser MIMO With Quantized CSI Feedback
- A1026 - Reinforcement Learning for Robotic Applications Using Deep CNN and IoT
- A1027 - Response Surface Modelling of 3D Printed Aluminium Part
- A1028 - Self-Balancing Robot With Humanoid Upper Body
- A1030 - Viscous Dissipative Forced Convection in Porous Medium
- A2001 - A Prediction Framework of Energy Consumption Based on (lot) Time Series Missing Value Datasets
- A2002 - Abnormal Behaviour Recognition via Simple Recurrent Unit
- A2003 - An Experimental Analysis of Vehicular Ad Hoc Network in Urban Scenario
- A2005 - Automated Detection of Visual Contents for Film Censorship Using Deep Learning
- A2008 - Automatic Dirty Data Cleaning Approach for Data Analytics Using Machine Learning Techniques
- A2012 - Exploring the Effect of Low-Light Image Enhancement on Network-Based Object Detection
- A2016 - IOT Based Smart Parking System

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A2017 - Love Sharing App

A2019 - Mobilenet With 1d-Convolutional Neural Network for Acoustic Event Detection

A2023 - Survivability Model for Osteosarcoma

A2024 - Wearable-Sensor Based Gait Analysis With GIGRKELM

A3002 - MULTI 3DSCAN: Portable Multi-purpose 3D Photogrammetry Scanning Array System

A3003 - Pudu VR the Final Year Project: Assimilation of Cultural Content Into Popular Culture

A4002 - A Framework for Enhancing Intention to Recover and Credibility of the Rehabilitation Centre Among Older Adult in Malaysia

A4003 - A Proposed Framework of Digital Technology Use by Microenterprises in the Informal Sector

A4005 - An Enhanced 'Sense of Place' Framework for the Sustainability of Cultural & Heritage Tourism

A4006 - An Improved Integrated Reporting Framework for Enhancing the Value Relevance in Malaysia

A4007 - Analysing the Level of Readiness of Mosque Cooperativeness Sector in Facing the Digital Economy

A4009 - Cyberbullying: Time to Tackle the Bullies

A4011 - Determinants That Will Boost Womenpreneurship Among B40

A4014 - Developing an Accountability Disclosure Index for Islamic-based Federal Public Agencies in Malaysia

A4016 - Edutainment Game About Pandemic in an Virtual Environment

A4017 - Edutainment Game to Practice Standard Operating Procedures During Pandemic

A4018 - EEL Automated Online Proctoring and Anti-Cheat System

A4019 - E-Mediation in the New Normal: A Malaysian Legal Perspective

A4020 - Employers' Expectations Towards the Employability Skills and Initial Signals of Fresh Graduates for Recruitment Decision

A4021 - FIRE X SIMULATOR: Virtual Reality Fire Extinguisher Training Kit

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- A4026 - Incorporation of Mathbot in Teaching and Learning of Mathematics
- A4027 - Industry 4.0 – a Game Changer for Malaysian SMEs
- A4028 - Industry-Supported Authentic Learning Environment (ISALE): Bridging the industry and classroom
- A4038 - Online Grocery Shopping: The Gen Y's Perspective
- A4040 - Peer-Assisted Learning Strategies for MPU 2202 Grooming and Professional Etiquette
- A4041 - Perceptions of Students at Higher Learning Institutions on Cartoon Content
- A4043 - Proposed Solution Intelligent Agents in Blending Learning
- A4044 - Public Understanding on RIP Currents and Beach Safety Knowledge in Teluk Cempedak Beach
- A4046 - Security Risk Analysis for Information Asset
- A4047 - Sedition, Defamation and Security in the Social Media: A Critical Analysis at Higher Learning Institution in Malaysia
- A4049 - Students' Entrepreneurial Intention: A Study Of Gamification In Private Higher Education
- A4050 - Successful Intelligence of Nascent Entrepreneurs
- A4051 - Technology Innovation: Evaluating the Extent of Awareness Among Agriculture and Agro-Based Industry Under Asnaf Category
- A4053 - The Use of Social Media for Academic Purpose
- A4054 - Tutory: Collaborative Learning System
- A4056 - Where Is the Qalb? Exploring Qalb Behaviourial Traits Among Muslim Entrepreneurs
- B002 - Developing Shariah Complaint Equity-based Crowdfund Model for Solar Energy in Malaysia
- B005 - Redesigning Design Thinking: An Online Delivery Mode Experience
- B007 - Sit2order Food Ordering System
- B008 - Three Dimensional (3D) Printed Face Shield During Covid19: A Community Response

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C002 - Bagan

C003 - Bearpack Production

C004 - CleekPay

C006 - Hipstrike Apparel

C008 - MADE by Radw

C009 - MasterTxch

C010 - Nexhealth

E001 - Animation and Visual Effects Production Project

E002 - Asrama

E003 - Challenges and Opportunities in #NewNormal: Risk Management & COVID-19 Pandemic

E005 - EEL 2020: Digital Advertising & Branding: Identity Recast for Entrepreneurs - DABIRE 2020

E006 - Embedding Entrepreneurial Learning in ECE3086 Multimedia Technology and Application

E007 - Embedding Entrepreneurial Learning in EME 3066 Industrial Management

E009 - Embedding Entrepreneurial Learning through Consumer Law Projects

E010 - Innovative AI Solutions towards Solving Challenges in the New Normal

E011 - Online Platform/ System/ Website for Small Business Owner

RICES 2020 RESULTS

BEST PRESENTATION FOR RICES 2020 CONFERENCE

Computing & Informatics

A Survey of Gait Recognition based on Inertial Sensors
Tee Connie & Team

Engineering & Industrial Design

Colour-Tuneable Stepwise Graded-Mixed Organic Light-Emitting Diode
Ong Teng Sian & Team

Digital Creative & Cinematic Arts

Design and Development of Immersive Nanotechnology Laboratory with Virtual Reality
Dendi Permadi & Team

Education & Social Science

The Establishment of an Anti-Cyberbullying Law for Malaysia
Bahma Sivasubramaniam & Team