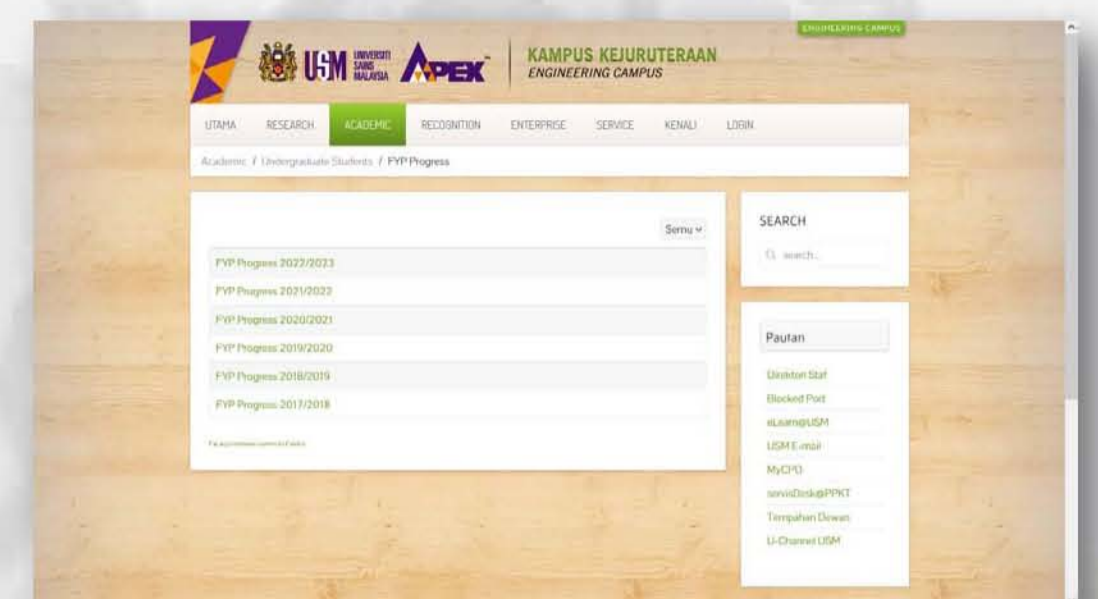


INTELEC2023

INNOVATIONS IN TEACHING & LEARNING COMPETITION

i-Final Year Project

New solution,
Quick monitoring,
Efficient management &
Immediate intervene action.



ABSTRACT

Previous supervision method on final year students by a supervisor has been conducted in traditional way for monitoring their project progress and achievement in order to ensure a standard quality can be attained in Final Year Project (FYP) course. Consequently, there are very high chances for the students to manage their time inefficient way and miss out some important requirements for solving actual engineering problems with affordable cost. Therefore, the purpose of **i-Final Year Project** is to enhance the method of supervision in order to attain the Learning Outcome (LO) of FYP through an innovation of monitoring system. On top of that, it is introduced in order to in line with Industrial Revolution (IR) 4.0.

OBJECTIVES

Since the previous supervision method by the supervisor needs to be improved and conducted in more efficient way, thus **i-Final Year Project** is designed by using an online system to attain these three objectives:

- To provide a platform where all supervision activities can be monitored concurrently in a sustainable environment.
- To motivate students to perform their projects with just in time.
- To identify any problems that occur during project activities so that any appropriate intervention can be taken earlier.

ADDED VALUES

1. Achievements of Final Year Project

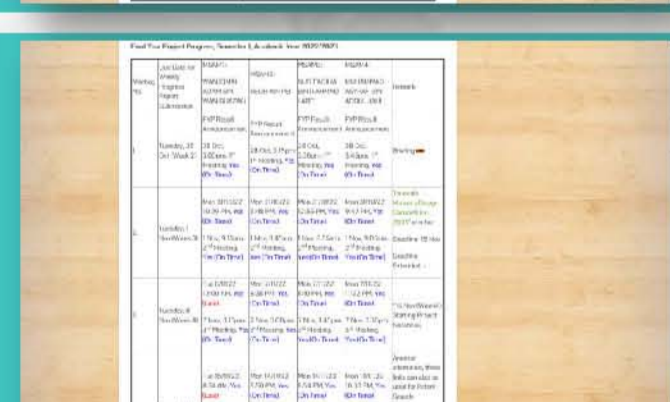
- Description of **H**e Final Year Project
- C: Knowledge to analyze the elements of FYP



- Important **M**essage
- C: Knowledge to evaluate the elements of FYP



- Activities **B**ased on Final Year Project Progress
- A: Feeling in term of valuing the responsibility to FYP

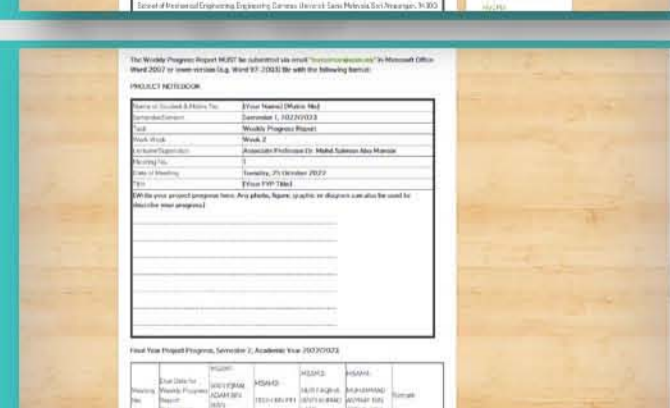


2. Requirements of Final Year Project

- Det**A**il Files and Documents
- P: Physical skill to assemble files in the FYP



- Submission Form**T**
- A: Feeling in term of organizing the new information or experiences to FYP



NOTE: A=Affective P=Psychomotor C=Cognitive

USEFULNESS

- 1 Perform quick monitoring and update for the supervisor and students
- 2 Encourage students to manage their projects efficiently without delay
- 3 Make intervene action immediately to solve the problems



COMMERCIALIZATION POTENTIAL

- 1 Flexible Education
- 2 Higher Learning Institutions
- 3 Training Centres
- 4 Manufacturing Industries

ACKNOWLEDGEMENT

School of Mechanical Engineering, Centre for Development of Academic Excellence (CDAE) and Universiti Sains Malaysia

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INNOVATOR PHOTO

