

BORANG INVENTORI PROJEK PELAJAR

PERKARA	MAKLUMAT <i>INFORMATION</i>																
Program <i>Program</i>	DIPLOMA KEJURUTERAAN ELEKTRONIK (KOMPUTER) (DTK)																
Jabatan <i>Department</i>	JABATAN KEJURUTERAAN ELEKTRIK (JKE)																
Semester/ Tahun <i>Semester/ Year</i>	5																
Tajuk Projek <i>Project Title</i>	SABIO SCOREBOARD																
Jenis Projek <i>Type of Project</i>	SOFTWARE AND HARDWARE																
Kategori Kluster Penyelidikan <i>Category/ research Cluster</i>	<p>Tanda “ / ” pada yang berkenaan: <i>Please tick “ / ” where applicable:</i></p> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td style="width: 10px; height: 10px; vertical-align: middle;"></td><td>Sains tulen (<i>Pure Science</i>)</td></tr> <tr><td style="width: 10px; height: 10px; vertical-align: middle;"></td><td>Sains gunaan (<i>Applied Science</i>)</td></tr> <tr><td style="width: 10px; height: 10px; vertical-align: middle; background-color: #cccccc;"></td><td>Teknologi dan kejuruteraan (<i>Technology and Engineering</i>)</td></tr> <tr><td style="width: 10px; height: 10px; vertical-align: middle;"></td><td>Sains kesihatan dan klinikal (<i>Clinical and Health Sciences</i>)</td></tr> <tr><td style="width: 10px; height: 10px; vertical-align: middle;"></td><td>Sains sosial (<i>Social Sciences</i>)</td></tr> <tr><td style="width: 10px; height: 10px; vertical-align: middle;"></td><td>Sastera dan sastera ikhtisas (<i>Arts and Applied Arts</i>)</td></tr> <tr><td style="width: 10px; height: 10px; vertical-align: middle;"></td><td>Warisan alam dan budaya (<i>Natural Sciences and National Heritage</i>)</td></tr> <tr><td style="width: 10px; height: 10px; vertical-align: middle;"></td><td>Teknologi maklumat dan komunikasi (<i>Information and Communication Technology</i>)</td></tr> </table>		Sains tulen (<i>Pure Science</i>)		Sains gunaan (<i>Applied Science</i>)		Teknologi dan kejuruteraan (<i>Technology and Engineering</i>)		Sains kesihatan dan klinikal (<i>Clinical and Health Sciences</i>)		Sains sosial (<i>Social Sciences</i>)		Sastera dan sastera ikhtisas (<i>Arts and Applied Arts</i>)		Warisan alam dan budaya (<i>Natural Sciences and National Heritage</i>)		Teknologi maklumat dan komunikasi (<i>Information and Communication Technology</i>)
	Sains tulen (<i>Pure Science</i>)																
	Sains gunaan (<i>Applied Science</i>)																
	Teknologi dan kejuruteraan (<i>Technology and Engineering</i>)																
	Sains kesihatan dan klinikal (<i>Clinical and Health Sciences</i>)																
	Sains sosial (<i>Social Sciences</i>)																
	Sastera dan sastera ikhtisas (<i>Arts and Applied Arts</i>)																
	Warisan alam dan budaya (<i>Natural Sciences and National Heritage</i>)																
	Teknologi maklumat dan komunikasi (<i>Information and Communication Technology</i>)																
Ahli Kumpulan <i>Group member</i>	<ol style="list-style-type: none"> 1. Name:Muhammad Syaqir Bin Abdul Halim No. Identification card:14DTK16F1003 2. Name:Muhammad Aisar Arif Bin Sedek No. Identification card:14DTK16F1027 																
Penyelia <i>Supervisor</i>	Name:Puan Azlilawati Binti Abu Bakar																
Penyelia Bersama <i>Co-Supervisor</i>	-																
Abstrak <i>Abstract</i>	<p>Sabio Scoreboard is a project that develop a cost effective scoreboard that will be used for recreational tournaments, intramural games, and also small scale competitive games .</p> <p>This scoreboard will need to be set up in a portable container that can easily be transported and also very durable because of the ever pending issue of someone not treating the equipment properly or a piece of equipment from the game being spectated hitting the device. On top of all of this, making the device wirelessly controlled is a definite requirement for today's society. The scoreboard will be controlled wirelessly by using a smartphone and NHD SCOREBOARD application.</p>																

Keyword <i>Keyword</i> (max 5 word)	Control, wireless, Bluetooth, scoreboard
Objektif Projek <i>Project Objectives</i>	<ul style="list-style-type: none"> • to develop a portable scoreboard. • To key-in the score using smartphone • Apply wireless system used in sports.
Skop Projek <i>Project scope</i>	<ul style="list-style-type: none"> • This scoreboard is created to facilitate the entry of scores/result in football sports by using Arduino System. • This tools can be controlled by using a smartphone and well-suited to use in universal-use. • This project are using Android interface and using NHD SCOREBOARD application.
IP No	
Dapatan <i>Finding</i> (500 words max)	The original goal was to interface the scoreboard(LED P10) with the NHD APPLICATION. From the project done, this scoreboard can show the better display for audiences, supporters, judge and referee. They also can get a quick decision at the scoreboard after the judge and referee key-in the score using smartphone. The concept of scoreboard control was proved viable, and the project team was able to produce a prototype system on which a production level system could be done.
Cadangan untuk kerja-kerja akan datang <i>Suggestion for future work</i> (500words)	<ul style="list-style-type: none"> • Improve the quality of interface • Try to put the name of team at the scoreboard
Gambar berkaitan projek <i>Picture related to project (700kb)</i>	
Rating/Level	Jabatan/ Politeknik/ Kebangsaan/ Antarabangsa <i>Departments / Institutes / National / International</i>

* Borang ini perlu diisi oleh pelajar dan dihantar kepada penyelia/ penyelaras projek dalam bentuk hardcopy dan softcopy (borang LAMPIRAN J dan gambar hasil projek dalam format jpeg(bitmap) bersama laporan akhir dan hasil projek.

