



**BORANG INVENTORI PROJEK PELAJAR**

<b>PERKARA</b>	<b>MAKLUMAT INFORMATION</b>
Program <i>Program</i>	DET
Jabatan <i>Department</i>	KEJURUTERAAN ELEKTRIK
Semester/ Tahun <i>Semester/ Year</i>	LIMA
Tajuk Projek <i>Project Title</i>	IOT BASED EFFICIENT ELECTRICAL USAGE MANAGEMENT FOR CAMPUS
Jenis Projek <i>Type of Project</i>	INOVASI
Kategori Kluster Penyelidikan <i>Category/research Cluster</i>	TEKNOLOGI DAN KEJURUTERAAN
Ahli Kumpulan <i>Group member</i>	1. MUZAMMIL FITRI BIN MAHAD 991129-01-5095 2. AZRUL NAIM BIN ABDUL RAHMAN 990729-14-5075 3. 4. 5.
Penyelia <i>Supervisor</i>	ENCIK MOHD FAUZI BIN HASSAN 800610-12-5069
Penyelia Bersama <i>Co-Supervisor</i>	
Abstrak <i>Abstract</i>	IOT based efficient electrical usage management for campus is a central control point automation actually is today facts where more things are being completed every day automatically. Usually the basic tasks of turning on or off certain device and beyond, either remotely or in close proximity. The popularity of wireless networks at everywhere has increased in recent years, and the advanced computer technology has made the personal digital device to commonly have the capability to communicate through the wireless network.

Keyword <i>Keyword</i> (max 5 word)	IoT EUM FOR CAMPUS
Objektif Projek <i>Project Objectives</i>	<ol style="list-style-type: none"> <li>1. To create an electrical switch controller using apps on smartphone.</li> <li>2. To provide an easier way to switch off lamps.</li> <li>3. To facilitate guard to control main switch in the building.</li> </ol>
Skop Projek <i>Project scope</i>	<ul style="list-style-type: none"> <li>- Android smartphone as a remote controller by using Blynk apps as a interface to control the main switch in every level in the building. So, this thing can ease user by using smartphone as controller to switch on and off the lamp.</li> <li>- Focusing on controlling the electricity without going from level to level. It can be control by using smartphone after encode the program to the microcontroller by using NodeMCU and transfer it to the smartphone.</li> <li>- PMM hostel as a target</li> </ul>

IP No	
Dapatan <i>Finding</i> (500 words max)	<ul style="list-style-type: none"> <li>- Internet</li> <li>- Literature review</li> <li>- Personal Consultation</li> </ul>
Cadangan untuk kerja-kerja akan datang <i>Suggestion for future work (500words)</i>	Added a display to monitor student rooms
Gambar berkaitan projek  <i>Picture related to project (700kb)</i>	
Rating/Level	JABATAN

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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.

