BORANG INVENTORI PROJEK PELAJAR

PERKARA	MAKLUMAT INFORMATION
Program *Program*	DHM
Jabatan *Department*	PERLANCONGAN DAN HOSPITALITI
Semester/ Tahun *Semester/ Year*	EMPAT
Tajuk Projek *Project Title*	BANANA PEEL "SNEKPIS" INNOVATION
Jenis Projek *Type of Project*	INOVASI
Kategori Kluster Penyelidikan *Category/ research Cluster*	SAINS SOSIAL
Ahli Kumpulan *Group member*	1. MUHAMMAD FITRI DANIAL BIN MOHD SHAIM 990215-06-5617 2. MUHAMMAD AZARUL SHAH BIN AZMAN SHAH 990330-05-6599 3. NIK NURHAZWANI BINTI NIK HAMDAN 990902-03-5436 4. RASHMIEKA A/P BALACHANDRAN 991106-08-5664 5.
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Penyelia Bersama *Co-Supervisor*	
Abstrak *Abstract*	People nowadays love to try something new. Therefore, the researcher created an innovation product called SNEKPIS. The banana peel will be the best solution in order to protect human being, gaining some profit and also creating waste to wealth. The purpose of this to create something base on "Go Green Concept" because more people do not use a banana peel and throw it away. The objective of this study to analyze the acceptance level of Politeknik Merlimau Melaka student toward banana peel snack by using Hedonic scale. The researcher also use the Statistical Package for Social Science (SPSS) version 25 to analyse the data. The mean score of the product was 4.03 showed that the level of interpretation is high. As the conclusion banana peel snacks can be accepted by respondent

	because of the nutritional contents in the snack.
Keyword *Keyword* (max 5 word)	banana peels
Objektif Projek *Project Objectives*	-To produce a snack, SNEKPIS from banana peels -To study acceptance of SNEKPIS among of student Tourism and Hospitality Department, Politeknik Merlimau, Melaka To determine the nutrition content of SNEKPIS
Skop Projek *Project scope*	30 respondents will involve in this research. The researcher aims the Tourism and Hospitality Department, Politeknik Merlimau because teenagers love to eat snack. Besides that, the target marketing for SNEKPIS is selling to students.

IP No	
Dapatan *Finding* (*500 words max*)	Based on the method analysis mean score of banana peel snack product the highest mean score is 4.19 for color of the products which is the interpretation is high and the level is good. The second highest of mean score is 4.13 of banana peel snack is the packaging of the products which is the interpretation is high and the level is good. This is because the packaging of the product are easy to handle. The third highest is 4.03 which is texture of the products. The interpretation is high and the level is good. Furthermore, the taste and packaging of the product have the same mean value which is 3.97. The interpretation is high and the level is good. When the respondent taste this products they gave a good feedback and also responded. The respondent also said that the banana peel snack delicious and the texture are unique and also suitable to be eat by all ages. Therefore, the total mean average of banana peel snack is 4.03 which is the interpretation is high and the level is good.
Cadangan untuk kerja-kerja akan datang *Suggestion for future work* (*500words*)	Future recommendations so that these 'SNEKPIS' products can be market. in addition, the nutrients contained in this 'SNEKPIS' can be further improved so that it is better quality and assured. Finally, hopefully 'SNEKPIS' is acceptance to every age group and is known for the most nutrition snack.
Gambar berkaitan projek *Picture related to project* (700kb)	
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.