



BORANG INVENTORI PROJEK PELAJAR

PERKARA	MAKLUMAT INFORMATION
Program <i>Program</i>	DEV
Jabatan <i>Department</i>	PERLANCONGAN DAN HOSPITALITI
Semester/ Tahun <i>Semester/ Year</i>	LIMA
Tajuk Projek <i>Project Title</i>	SPARKLE BUBBLE
Jenis Projek <i>Type of Project</i>	INOVASI
Kategori Kluster Penyelidikan <i>Category/ research Cluster</i>	SAINS SOSIAL
Ahli Kumpulan <i>Group member</i>	1. SITI AISYAH BINTI SHAMSUL 991120-14-5184 2. AMIM FITRAH BINTI NORSHAHIMI 990108-01-2214 3. UMMY NURAI SYAH BINTI MOHD ARDY 990110-11-7206 4. NUR SHAHIRAH BINTI AMRAN 990130-08-5678 5.
Penyelia <i>Supervisor</i>	KAMAL BIN ALI 761022-12-5493
Penyelia Bersama <i>Co-Supervisor</i>	
Abstrak <i>Abstract</i>	Sparkle Bubble is a product inspired by the bubble machines that are often used in any type of events as a special effects on the stage (center of attention) or as a prop to attract the audience/crowd.

Keyword <i>Keyword</i> (max 5 word)	Bubble machine
Objektif Projek <i>Project Objectives</i>	1.To introduce sparkle bubble to audience that its have many function especially for gimmick. 2.To save electricity because sparkle bubble is a wireless product. 3.Can add creativity in gimmick opening ceremony because it has LED lighting that can attract audience attention.
Skop Projek <i>Project scope</i>	Student, School, Industry, Community

IP No		
Dapatan <i>Finding</i> (500 words max)	We got to gain more knowledge about how to do the product with different types of technique.	
Cadangan untuk kerja-kkerja akan datang <i>Suggestion for future work</i> (500words)	To build a more dynamic product.	
Gambar berkaitan projek <i>Picture related to project</i> (700kb)		

Rating/Level	JABATAN	

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.

