

THEME: TEACHING & LEARNING

GOLD

NO	BOOTH NO [REGISTRATION ID]	PRODUCT TITLE
1	A014 [ATL016]	SOVO KIT 2.0: A MULTILINGUAL DIGITAL VOCABULARY TOOL FOR FOREIGN LANGUAGE LEARNING
2	A024 [ATL027]	CITRACS: CONSTRUCTION INDUSTRIAL TRAINING READINESS AND COMPETENCY ASSESSMENT SYSTEM
3	A026 [ATL029]	Marketing Plan Consultancy (MPC): A Structured Consultancy-Based Teaching Innovation for Building Applied Strategic Marketing Capability among MBA Learners
4	A028 [ATL031]	Model Fiqh al-I'lam dalam Penyampaian Jawapan Hukum Ruangan Soal Jawab Agama Media Massa di Malaysia 3.0
5	A033 [ATL036]	Template Sorotan Literatur bagi Pengajian Pasca Siswazah Pengajian Islam (TSL-PI)
6	A034 [ATL037]	SIMULATED PRACTICE, REAL CONFIDENCE: AN IMMERSIVE SIMULATION-BASED LEARNING FOR BUSINESS COMMUNICATION TRAINING
7	A036 [ATL041]	EcoPrint Lab: Zero-Waste Printmaking Kit for Creative Learning
8	A050 [ATL055]	PPC EDGE: SMART LEARNING TOOL
9	A056 [ATL061]	Hi2U: A GAME-BASED LEARNING APPLICATION FOR TOURISM EDUCATION
10	A083 [ATL092]	i-TAKMIR: REIMAGINING MOSQUE-BASED ISLAMIC EDUCATION THROUGH SMART LEARNING INNOVATION
11	A094 [ATL104]	ReconLight: A Traffic Light Approach to Bank Reconciliation

12	A099 [ATL111]	FAR-LAADS: Financial Accounting Readiness & Learning Analytics Diagnostic System
13	A104 [ATL119]	E-BOOK REAL ESTATE DEVELOPMENT APPRAISAL
14	A113 [ATL013]	AREAGO: An Interactive Integration Logic Kit
15	A117 [ATL120]	Adakah Anda Tahu Tentang Demensia
16	B030 [BTL034]	An Innovative Diagnostic Instrument for Assessing Students' Reasoning in Quadratic Functions
17	B032 [BTL036]	MIKIRA: AN AI STUDY COMPANION FOR LEARNING PROGRAMMING ON DISCORD
18	B058 [BTL062]	EVALUATING THE IMPACT OF GEMINI AI ON WORKFLOW EFFICIENCY IN POST-PRODUCTION RENDERING: A STUDY OF UNDERGRADUATE ARCHITECTURE STUDENTS
19	B067 [BTL071]	MODUL RAWATAN SIHIR BERASASKAN BEKAM
20	C010 [CTL010]	Math Reality Board
21	C012 [CTL013]	PROALGEBRA: DIGITAL MATHEMATICS MASTERY WITH AI ASSISTED CONTENT
22	C013 [CTL011]	HAFAZTRACK PRO: A SMART DIGITAL DASHBOARD FOR MONITORING QURANIC MEMORIZATION AMONG TAHFIZ STUDENTS
23	C020 [CTL020]	SCIQUEST 2.0

SILVER

NO	BOOTH NO [REGISTRATION ID]	PRODUCT TITTLE
1	A009 [ATL010]	EDU-Klasik: Modul Inovatif Penilaian Teks Melayu Klasik untuk Pembelajaran Kendiri
2	A017 [ATL019]	Color Mixing Lab Kit
3	A018 [ATL020]	GOTU KOLA GUMMY
4	A037 [ATL042]	KERANGKA MODEL LUQMAN: KAEDAH HIKMAH DALAM MENDIDIK INSAN MADANI
5	A044 [ATL049]	ETHICSNAV™ From Content to Classroom Action
6	A052 [ATL057]	Acrylic Drafting Ruler (ADR)
7	A058 [ATL063]	INTEGRATED EXPERIENTIAL STUDIO KIT (IESK) : A CROSS-DISCIPLINARY INNOVATION FOR BUILT ENVIRONMENT EDUCATION
8	A063 [ATL068]	IPMA-Ethicguard Integrating Ethical Ai In Higher Education – A Holistic Framework
9	A070 [ATL075]	Age is Just a Number
10	A072 [ATL078]	SynthEasy: A Synthesising E-module for Beginners
11	A076 [ATL082]	ServeSmart: A Smart Decision-Based Customer Service Response System for Experiential Learning
12	A079 [ATL086]	Misi Satria Adabia: Kebangkitan Adab
13	A089 [ATL099]	SCoAR: Students Continuous Assessment Report
14	A105 [ATL115]	SPARKING CURIOSITY: A CROSS-DISCIPLINARY EXPERIENTIAL APPROACH TO STEM EDUCATION THROUGH INTERACTIVE FLIPBOOK DESIGN
15	A115 [ATL088]	Money Moves: The Costing Adventure
16	A116 [ATL084]	THE DEVELOPMENT OF LOGOSENSE APPLICATION

17	B002 [BTL005]	Development of Virtual Reality (VR) Learning Content to Enhance Understanding in Separation Process Class
18	B034 [BTL038]	NOM NOM KITTY: AN EDUCATIONAL GAME FOR CAT LOVERS
19	B044 [BTL048]	SAVE THE EARTH
20	B052 [BTL056]	MIX & MATCH 2.0: COST ME IF U CAN
21	B066 [BTL070]	ENHANCING ENGLISH LEARNING THROUGH GAMIFICATION: WARHAMMER TOMB OF KNOWLEDGE
22	B068 [BTL072]	Grammargeddon
23	C001 [CTL001]	MySTEM AI
24	C002 [CTL002]	BacaVerse
25	C003 [CTL003]	BOMMATICS PLAYING KIT
26	C022 [CTL022]	MathQuest AMSYAR: A Web-Based Gamified Approach to Learning Basic Arithmetic
27	C035 [CTL035]	The Wealth Legacy: Integrating Waqf, Zakat, and Faraid into Interactive Digital Simulation for Teenagers
28	C036 [CTL036]	TRIPLE "A" STUDY GAME BOARD

BRONZE

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1	A021 [ATL024]	THE THEORY COMPASS: NAVIGATING SIMILARITIES AND DIFFERENCES IN PAD 104 THROUGH MIND MAPPING
2	A023 [ATL026]	MindfulPlay System
3	A032 [ATL035]	FROM TICKS TO INSIGHTS (FTI)
4	A043 [ATL048]	SMART MPU
5	A047 [ATL052]	Haiwan Go
6	A051 [ATL056]	UMC513
7	A057 [ATL062]	Whiteboard Warrior
8	A064 [ATL069]	SmartNDC Hub: An Integrated Digital Learning Center with Augmented Reality (AR) Elements for the Network and Data Communication Course
9	A071 [ATL077]	DIGITAL THREADS IN FASHION DESIGN EDUCATION WITH E-PORTFOLIO
10	A078 [ATL085]	FTIR LEARNING ECOSYSTEM (FLE): A PEDAGOGICAL INNOVATION FOR ENHANCING SPECTRAL INTERPRETATION SKILLS IN CHEMISTRY EDUCATION
11	A081 [ATL089]	MODEL PENJAJARAN BERSTRUKTUR HASIL PEMBELAJARAN KURSUS PRINSIP ASAS ISLAM CTU101 (STRAT-C MODEL) BERASASKAN TAKSONOMI DOMAIN KOGNITIF
12	A085 [ATL094]	CLEAR Learning: Comic-Based Notes for Enhancing Academic Retention in Higher Education
13	A101 [ATL114]	Planet Possessors: Exploring Possessive Pronouns

14	A107 [ATL112]	METANEXUS 2.0 IN ACTION: USING CUSTOMIZED CHATGPT TO SUPPORT LEARNING METABOLISM AND CELL DIVISION
15	A114 [ATL023]	STATLADDER QUEST: Inovasi Permainan Dam Ular Beraras dalam Meningkatkan Minat dan Penguasaan Asas Statistik bagi Kursus Introduction to Statistics
16	B049 [BTL053]	CRACK THE CASE
17	B072 [BTL076]	LG's Quest
18	B074 [BTL078]	Gamified Mobile-Assisted Language Learning (MALL) for University Students: The Development of an Interactive ESL Application
19	B077 [BTL081]	Let's Learn English with Animal Crossing
20	C004 [CTL004]	REKAMIC
21	C008 [CTL008]	PENA AI JUNIOR
22	C009 [CTL009]	SMART CONQUER EMPIRE
23	C025 [CTL025]	IQ SOCCER
24	C034 [CTL034]	CycleLearn Board