

BOOTH NUMBER	PROJECT TITLE	RESULT
C001	MATHS WORKSHOP: LIVING IN SOCIETY	GOLD
C002	INTERNATIONAL MATHAID+ SCHOLAR	GOLD
C003	Kit Pembelajaran BEST-T: Panduan Pelaksanaan Aktiviti Pembelajaran (AP) Prasekolah secara Bertema dan Bersepadu	SILVER
C004	BIM4ALL: E-Modul Kursus Asas Bahasa Isyarat Malaysia	SILVER
C005	Exploring the Human Body Senses in Roblox's Virtual World	BRONZE
C006	EMO MASTERI Dalam Meningkatkan Kemahiran Sosial dan Emosi Murid Berkeperluan Pendidikan Khas	GOLD
C007	MindConnect: A Mental Health Companion for Students	SILVER
C008	Ravana Reimagined: Malaysia's Wayang Kulit Experience	GOLD
C009	Sleep Apocalypse: Surviving the wake of sleep deprivation	SILVER
C010	Kit LEXIA (Latihan Eksplorasi Interaktif Ayat): Strategi berstruktur merangsang Perkembangan bahasa dan pertuturan	BRONZE
C011	PEMBANGUNAN APLIKASI-TIRU SAYA: LATIHAN AKTIVITI MOTOR HALUS (TIS:LAMH) UNTUK IBU BAPA ANAK AUTISME	BRONZE
C012	DEVELOPMENT AND USABILITY OF THE HOLO-CHEM-BOND TEACHING AID FOR CONTENT STANDARD OF IONIC AND COVALENT BONDS FORM FOUR CHEMISTRY	BRONZE
C013	TRIGONOMETRY CHANNEL	SILVER
C014	Frog Dissection VR	SILVER
C015	Portable IoT-Based Aqua Monitoring System	BRONZE

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C016	PEMBANGUNAN DAN KEBOLEHGUNAAN BAHAN BANTU MENGAJAR TRISOLVE INTERACTIVE BAGI MENINGKATKAN PEMAHAMAN TOPIK PENYELESAIAN SEGI TIGA MATEMATIK TAMBAHAN TINGKATAN 4	SILVER
C017	Majalah STEM-tastic: Eksplorasi STEM	BRONZE
C018	LARI2Gether: Elevating Running Performance and Runner Community Engagement Through a Mobile App	GOLD
C019	e-Wudhu : Inovasi Pembelajaran Wudhu Interaktif untuk Kanak-Kanak	GOLD
C020	SkillSparks: Gig Management System	GOLD
C021	KongsiMakan: Location-Based Food Sharing Mobile Application	GOLD
C022	SchoolyHoops	BRONZE
C023	Integrating Technology and Strategy: A New Era of Physics Learning Management at UIN Walisongo Semarang	BRONZE
C024	Think Smart, Solve Fast: Sharpening Critical Minds through Gamified Math	BRONZE
C025	Business Model Design as an Alternative Business Strategy for Rumah Sains Berdaya (Science Education for Children with Special Needs)	SILVER
C026	ELEMENTAL QUEST: Explore, Collect, and Learn the Elements	BRONZE
C027	PSNet: Bridging Islamic Boarding Schools in the Digital Era	SILVER
C028	Cleis Digital Literacy (Digital Literacy of Culture, Science, Technology, Mathematics and Education)	BRONZE
C029	GEO FLOWER COFFEE TABLE	GOLD
C030	PILGRIMPRO: YOUR UMRAH AND HAJJ APPS WITH CHATBOT	BRONZE

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C031	Sistem Pintar Penilaian Kelayakan Dan Permohonan Bantuan Kebajikan Pelajar	BRONZE
C032	CRASHKIT: A LOW-COST 4 IN 1 PHYSICS LEARNING KIT	SILVER
C033	XPLORATE HUB- Generative AI-Assisted Self-Determined Learning for Project-Based Learning	GOLD
C034	Wahii's Bookmark Series Packaging Innovation	GOLD
C035	SLA-MATH: A Fun Interactive Educational Game to Enhance Mathematical Understanding	BRONZE
C036	Nutriquest AR	SILVER
C037	MUSICAL PUPPET TV	BRONZE
C038	DIORAMA INTERAKTIF: INOVASI DALAM PENGAJARAN DAN PEMBELAJARAN PENDIDIKAN MORAL	BRONZE
C039	REFAB	GOLD
C040	Rainwater Harvesting System at State Islamic University Walisongo Semarang	BRONZE
C041	SMART-PHOTEACH (SMARTPHONE-BASED LEARNING MODULE EXPERIMENT ON THE APPLICATIONS OF PHOTOELECTRIC EFFECT IN TEACHING)	BRONZE
C042	My Unik IOT Training Kit	GOLD
C043	ABullySA - Anti-Bullying Support App	SILVER
C044	Perjalanan Digit Express	BRONZE
C045	EatJustRight: The Development of Balanced Portion Control Mobile Application for Promoting Healthy Eating Habits	SILVER

BOOTH NUMBER	PROJECT TITLE	RESULT
C046	Dunia Mini Klien: Pedagogi Kreatif Penerokaan Isu Klien dalam Proses Kaunseling	GOLD
C047	"JejalahOptik": Bahan Bantu Mengajar Kos Rendah Sains Tingkatan 1 Sekolah Luar Bandar	GOLD
C048	Brain-Booster Cube	GOLD
C049	Integrating Multisensory Learning through Pop-Up Book Design: "Riwayat Hidup Rasulullah SAW"	BRONZE
C050	Komisis Hikayat Pelanduk Jenaka	GOLD
C051	Econ AI: The future of Learning	GOLD
C052	3D Story & Learning Mat	BRONZE
C053	Aplikasi Modul Metaverse dalam Pendidikan Berdigital MagnetDuino	GOLD
C054	Visualisasi Tuan-Shan Melalui Seni Kraf Anyaman (Quilling) dalam Pendidikan Seni Visual	GOLD