

### Senarai Pemenang dari UPM di IUCEL2019

<b>Pencapaian</b>	<b>Peserta</b>	<b>Tajuk Inovasi</b>
Emas	Ahmad Nasir Mohd Yusoff, Adlina Abd Halim, Arfah, Ab. Majid, Normala Othman, Nashrina Samir, Noralina Ali	Penglibatan Aktif Pelajar & Penambahbaikan Kualiti Pengajaran Dalam Bilik Kuliah Menerusi Teknologi QR Code dan Aktiviti Gamifikasi Berasaskan Kuiz 'Online' & 'Offline'
Emas	Nurdiyana Ahmad Denil, Johan Ismail, Rozihan Mohamed, Sheena Bidin, Ahmad Nasir Mohd Yusoff, Yusmadi Yah Jusoh, Nur Eliza Abdul Rahman, Audrey Grace anak Intai	Innovative Pedagogy by using Knowledge Clips to Enhance Student Learning Experience
Emas	Chong Chou Min, Zarirah Mohamed Zulperi, Mohd Noor Hisham Mohd Nadzir, Hazliza Abu Hassim, Chong Leong, Lai Kok Sung, Mohd Redzwan Sabran, Mohd Hazwan Mohd Puad, Nurfadhlina Mohd Sharef, Muta Harah Zakaria @ Ya	GamUDLearn: Integrating Universal Design for Learning (UDL) and Gamification in blended learning
Emas	Johan Bin Ismail, Nurdiyana bt Ahmad Denil, Rozihan bt Mohamed, Sheena Bidin, Ahmad Nasir b Mohd Yusoff, Yusmadi Yah Jusoh, Shiamala Devi Ramaiya	Design and Development of Prototype Mobile Application Integrated with Augmented Reality to Enhance Student Learning Experience
Emas	Nurfadhlina Mohd Sharef	Junior Data Scientist e-Portfolio Development through Challenge Based Learning Approach in Data Mining Course
Perak	Owen Yeo Thian Seng, Shiamala Devi Ramaiya, Shafinah Kamarudin, Johan Ismail, Mohammad Azizi Hj Jamil	Gamification Approach in Teaching Precision Agriculture
Perak	Shiamala Devi Ramaiya, Owen Yeo Thian Seng, Shafinah Kamarudin, Johan Ismail, Suziana Hassan, Muta Harah Zakaria @ Ya	Immersive Learning through Role Playing in Biology Education for Promoting Sustainability
Perak	Nurfadhlina Mohd Sharef, Masrah Azrifah Azmi Murad, Waidah Ismail, Noreen Arshad, Muhd Khaizer Omar, Normalia Samian, Nurul Amelina Nasharuddin, Faaizah Shahbodin	Revolutionizing Learning Environment with Artificial Intelligence
Perak	Ahmad Nasir Mohd Yusoff, Noralina Ali, Rozihan Mohamed, Johan Ismail	Pembangunan 'Boards Games Explorer' PUTRA GLOBAL-T4-IMIC-GAME (PT4) Menggunakan Augmented Reality dan Gamifikasi Untuk Kursus Wajib Universiti IP
Gangsa	Nur Izah Ab Razak, Rahmita Wirza O.K Rahmat, Sufi Firdaus Fakhurrazzey, Rafidah Hod, Hasnah Bahari, Yong Yoke Keong	A New Approach using Augmented Reality Visualization to Improve Teaching & Learning of the Anatomy & Physiology of Cardiac Cycle
Gangsa	Puteri Suhaiza Sulaiman	A Cross-device and Cross-platform Virtual Reality Learning (ViReL) Space to Promote Immersive Learning Experiences

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Gangsa	Khadijah Binti Mohd Nor, Nurul Asma Binti Che Ab Rahim, Puteri Suhaiza Binti Sulaiman, Nurul Huda Binti Mohd Nor	BodyTravelApp: An interactive Ear Anatomy Virtual Reality(VR) Mobile Application For Medical Students
Gangsa	Nurfadhlina Mohd Sharef, Muta Harah Zakaria, Mohd Idham Abdul Rashid, Wong Su Luan, Mohd Zariat Abdul Rani, M Iqbal Saripan, Fatimah Sidi	Education Analytics in UPM Smart Campus
Sijil Penghargaan	Muhammad Shuhaily Bin Mohd Jasmany, Maria Shu Hong Bee bt Abdullah, Wan Anas Shaukib Wan Mohd Marzuki, Mohd Faizuddin bin Kamaruddin	AR - My Endangered Species
Sijil Penghargaan	Rozihan Bin Mohamed	iARPA: An Interactive Augmented Reality Book for Teaching and Learning of Principles of Aquaculture Course