

Universiti Putra Malaysia



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AGRICULTURE . INNOVATION . LIFE

# PUTRA SCIENCE PARK INNOVATION



Technology Transfer Office PROSPERING THROUGH INNOVATION

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## Putra Science Park Technology Transfer Office

PSP is involved with technology transfer activities in Universiti Putra Malaysia (UPM), moving potential technologies and inventions from the laboratories to the marketplace.

PSP assists in securing and protecting novel innovations through intellectual property processes and identifying applicable commercialisation strategies for the created intellectual property.









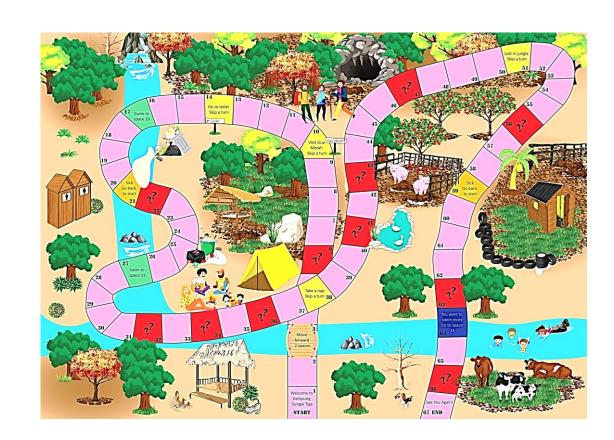
#### Micro World-A Board Game for Infectious Disease Awareness

AR2022W03519

- A board game as a tool for students in health sciences to learn about zoonotic infections.
- This game is also a tool that creates awareness for the public, on the association between human, animals and the environment, pertaining to infectious diseases.
- Market: game application / educational



Prof Dr Syafinaz Amin Nordin Faculty of Medicine and Health Sciences Expertise: Clinical Microbiology syafinaz@upm.edu.my









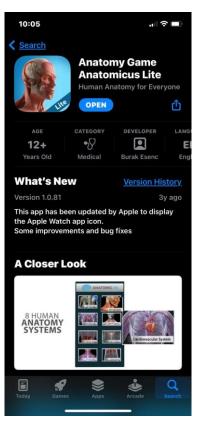
## **Arespiratory mobile application**

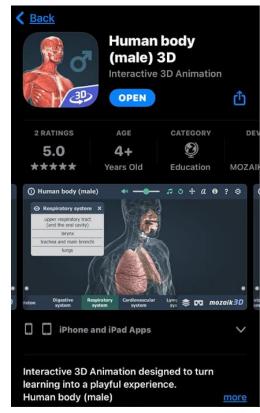
LY2022W03517

- Developing a mobile application on Android Operating System o help in their learning of the respiratory system.
- This app provides a sleek, sophisticated interface, offering minimal text, more of animation and interactive activity with inclusion of AR model of the respiratory system which makes it unique.
- Features: Type of quiz audio-prompted quiz vs drag & drop quiz.



Dr Rafidah Hod Faculty Of Medicine And Health Sciences Expertise: Physiology and Medical Education rafidahhod@upm.edu.my





#### Market:

Medical and health sciences students







## Arenal: augmented reality mobile application

LY2022W03516

- Aims to facilitate medical students in understanding urinary system (US) better by implementing Augmented Reality(AR).
- Arenal able to spin around a detailed 3D kidney model on a phone/ tablet. Notes, videos and quizzes are provided in this application.
- Features: For 3D model, some alterations in model colour and labelling, for diagram and pictures, adapted and redrawn from anatomy and physiology lecture notes, for video, original selfrecording performed, all consents acquired



Dr. Nurul Hayati Mohamad Zainal Faculty Of Medicine And Health Sciences Expertise: Physiology rafidahhod@upm.edu.my



#### Market:

Undergraduate medical/ nursing/ physiotherapy/ biomedical/ health sciences student that are learning the anatomy and physiology of kidney.







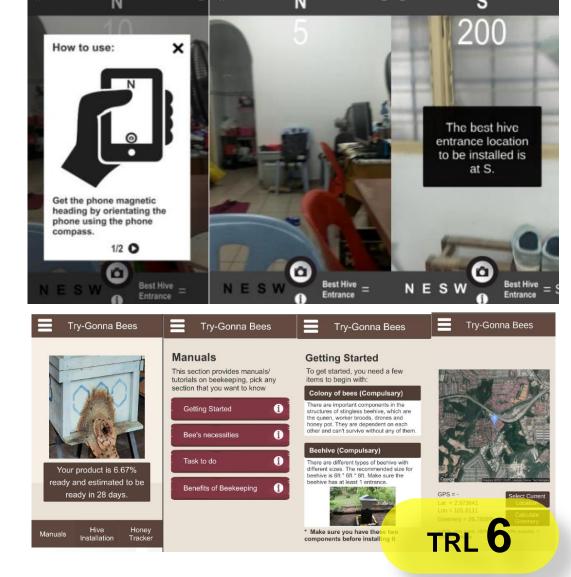
## **Try Gonna Bees Apps**

LY2022W03512

- This application is designed to guide user on how to beekeeping by providing a few manuals as well as functions which includes suggesting suitability of a possible location to install a stingless beehive and keeping track beekeeping activities.
- The original of the work is that it can detect a suitable place to install beehives using greenery and luminance detection algorithm.
- Market: Inexperienced beekeepers who want to try urban beekeeping, School / college science project, Educational science startup kit set.



Dr Noris Mohd Norowi
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Expertise: Multimedia Information Systems
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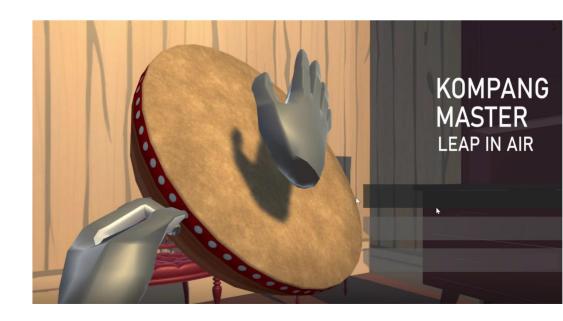




## VirLeap: Virtual Kompang Apps

LY2022W03513

- VirLeap Kompang is developed to be played on a desktop VR using Leap Motion as the controller.
- The Leap Motion controller is a tiny USB device that can be attached to any laptop or desktop and through the use of cameras with infrared light, it can detect users' hands and fingers as well as the gestures made like pinching, holding, or hitting an object.
- In VirLeap Kompang's case, the spatial information on where the hitting gesture is made is directly mapped to the notes in the Kompang, i.e. Bum and Pak. Like many other Digital. Musical Interfaces, the sounds produced are all pre-recorded an its likeness is similar to playing a virtual piano or virtual guitar apps.





Dr Noris Mohd Norowi
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Expertise: Multimedia Information Systems
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Market: School / college project, Educational startup kit set.







## **BURDLe:** Bridging the Urban-Rural Gap in Dissemination of Knowledge in Learning Apps

#### LY2022W03514

- BURDLe is a web app (an application program that is stored on a remote server and delivered over the Internet through a browser interface), which is aimed to use lower bandwidth, provides better immediacy and intimacy to its users.
- It is developed specifically to help students from the rural area which have lesser facilities and limited Internet accessibility.
- Compared to other virtual learning platforms, BURDLe takes up less data and is more intuitive as it is designed to have the look and feel of other social media platforms.



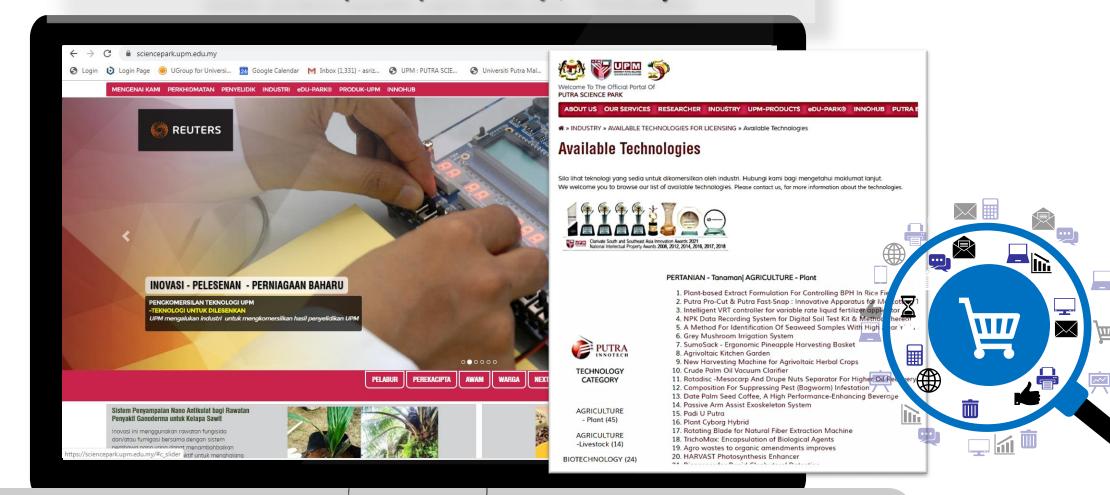


Dr Noris Mohd Norowi Faculty of Computer Science & Information Technology Expertise: Multimedia Information Systems noris@upm.edu.my Market: School / college project, Educational startup kit set.



#### **INNOVATION DIRECTORY - ONLINE**

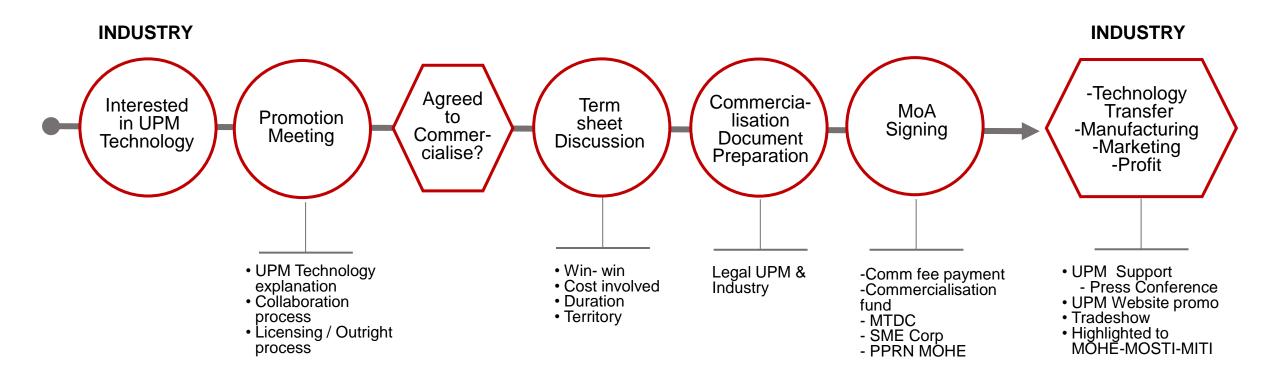
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#### **UPM-INDUSTRY**

#### **Commercialisation Process**

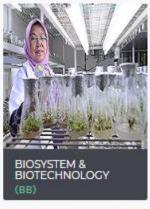


**IP CLUSTER** 













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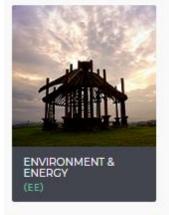




**HUMANITIES &** 

NATION BUILDING





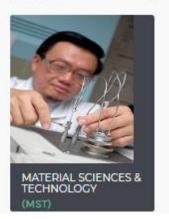
**HEALTH & WELL** 

BEING



FORESTRY &

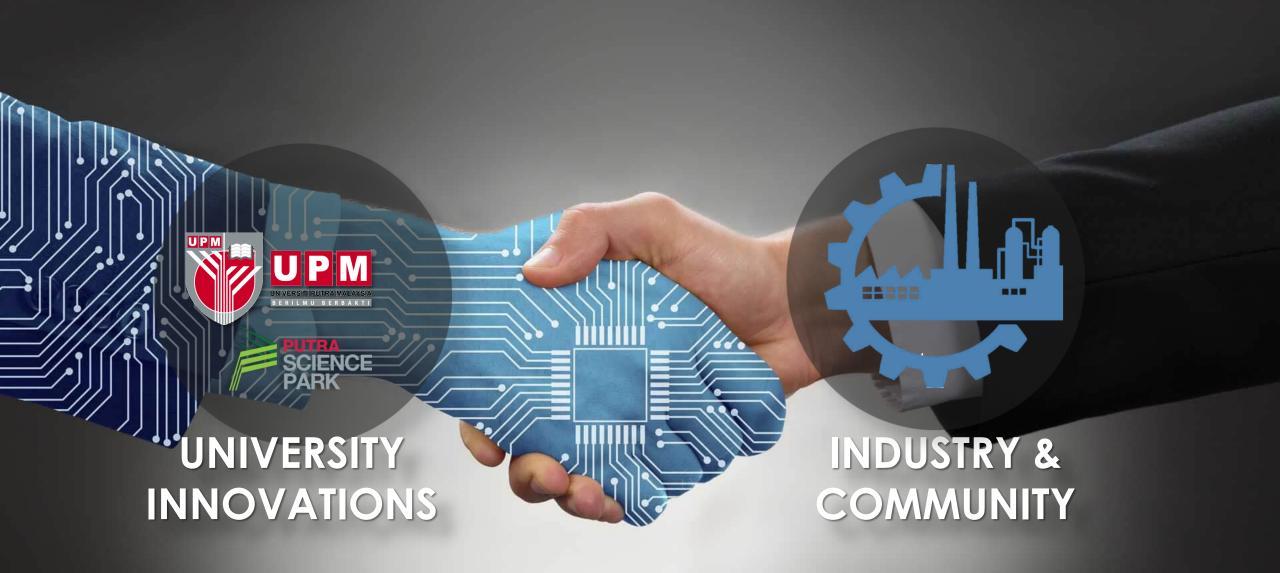
BIODIVERSITY







- AGRICULTURE Plant (18)
- AGRICULTURE Tools/Machine (19)
- AGRICULTURE System (6)
- AGRICULTURE Livestock (15)
- BIOTECHNOLOGY (24)
- HALAL (6)
- FOOD (26)
- HEALTH & MEDICAL (27)
- HEALTH & MEDICAL Equipment (28)
- ELECTRIC & ELECTRONIC (8)
- ENGINEERING (27)
- MATERIALS (14)
- ENVIRONMENT (7)
- TIMBER (6)
- ICT & SOFTWARE (29)
- EDUCATION (18)



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