**TITLE**

(Times New Roman, 14 Font Size, Capital Each Word, Centred)

\***Author’s Name and Surname¹, Author’s Name and Surname ², Author’s Name and Surname ³**

1Affiliation for First Author

2Affiliation for Second Author

3Affiliation for Third Author

\*Corresponding author’s email: xxxxx@yyyy.zzzz.mm

**Abstract**

Abstract should be written in 200 words and with 11 font size in a paragraph, Times New Roman, justified and single line spacing. Please make sure these 200 words consist of information as follows:

**Introduction:**

Current situation/ technology and problems that leads to the study and briefly introduce the topic of your research. Explain why this study is important and state the main objective or research question that your study aims to address. (The goal of this innovation)

**Method:**

Outline the methods you used to conduct your research. This should include research design (e.g., experimental, survey), data collection methods (e.g., interviews, questionnaires), and analysis techniques (e.g., statistical analysis, thematic analysis). Be concise but specific.

**Finding:**

Focus on the most important results and any significant patterns or trends that emerged from the data. Use clear and concise language to present your findings

**Future recommendations:**

Provide recommendations for future research or practical applications based on your findings. Discuss any limitations of your study and suggest ways these could be addressed in future research. Highlight the potential impact of your recommendations are summarized in this section.

For Category **SCHOOL**, please follow this instruction:
i. Please provides Mykad number for each member
ii. The advisor/teacher’s name should be in **last position**
iii. The number of members is **LIMITED** to **6** members including advisor/teacher

iv. The author can use BAHASA MELAYU or ENGLISH for writing

Sample of abstract:

**Introduction**

E-learning has become increasingly important in modern education, yet many institutions struggle with low student engagement and completion rates. This study investigates the effectiveness of interactive e-learning tools in enhancing student engagement and learning outcomes in higher education. A quasi-experimental design was employed, involving 200 undergraduate students. Participants were divided into two groups: one using traditional e-learning methods and the other using interactive tools such as quizzes, discussion forums, and gamified elements. Data were collected through pre- and post-tests, as well as student feedback surveys. The results indicate that students using interactive e-learning tools showed significantly higher engagement and improved learning outcomes compared to those using traditional methods. The interactive group reported greater satisfaction and a deeper understanding of the course material. Future research should explore the long-term impact of interactive e-learning tools on student retention and success. Educational institutions should consider integrating these tools into their e-learning platforms to enhance student engagement and learning outcomes.

**Future recommendation**

**Finding**

**Method**