General

UMPSA wins at the third National Huawei Mobile Application Development Competition 2024

Tue, 12/24/2024 - 17:44

PEKAN, 20 November 2024 – Universiti Malaysia Pahang Al-Sultan Abdullah (UMPSA) successfully hosted the Third National Huawei Mobile Application Development Competition 2024 in hybrid mode through an academic training collaboration programme with Huawei Service Co. Ltd. (Hong Kong).

The competition, named the UMPSA X HUAWEI App Gallery Mobile App Competition 2024 (UXHMAC) and UMPSA Mobile Hackathon (Hackathon X), brought together talent from universities across Malaysia.

The competition crowned the Cybersphere Solution group from UMPSA as the champion in the Track A category.

The runner-up was AstraX from Universiti Teknologi Nasional (UNITEN), and third place went to LAMAN from Universiti Sains Islam Malaysia (USIM).

In the Track B category, the champion was Aihanif from Universiti Teknologi Tun Hussein Onn Malaysia (UTHM), with LHL from UMPSA as the runner-up, and HARMONY NEXT, also from UMPSA, securing third place.

The Best Game Apps category was won by EduTradeHub from Universiti Kebangsaan Malaysia (UKM), while the Best Social Apps category was awarded to ProfessionalPeople from UMPSA.

The opening and prize presentation ceremony was officiated by the Dean of the Faculty of Computing, Associate Professor Ts. Dr. Adzhar Kamaludin. Also in attendance were HUAWEI Ecosystem Development and Operations Manager, Tham Shiew Ying, and Head of Tertiary, Digital Talent, and Entrepreneurship at MDEC, Nik Hishamuddin Nik Mohd Yusoff.

According to Associate Professor Ts. Dr. Adzhar Kamaludin, this year’s competition saw highly encouraging participation across both categories.



“The UMPSA X HUAWEI App Gallery Mobile App Competition 2024 (UXHMAC) achieved remarkable participation, with a total of 151 teams.

“Track A included 120 teams, while Track B featured 31 teams, all demonstrating exceptional creativity and technical skills.

“In addition, the Hackathon X competition attracted extraordinary interest, with approximately 120 teams competing,” he said.

He further expressed hope that the competition would expose students to critical thinking and problem-solving skills through their innovative projects.

“It is my hope that the skills acquired here will prepare students to face the challenges of today’s modern digital economy and open up exciting career opportunities,” he added.

The competition, organised by the Faculty of Computing (FK) since 2022, aims to uncover the talents of higher education students, provide a platform for knowledge transfer from universities to the community, and elevate student innovations to prestigious levels.

A total of 20 groups competed in the final judging session to vie for the championship title. Participants included teams from UMPSA, University College TATI (UCTATI), University College Sedaya International (UCSI), USIM, UNITEN, UKM, UTHM, Universiti Teknologi Malaysia (UTM), Polytechnic, Sunway College KL, and Multimedia University (MMU).

UMPSA was represented by six groups in this prestigious competition.

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