مجليس انوكزه اءي.سي.تي.بروني ٢٠٢٦

BiCTA
ANUGERAH ICT BRUNEI
BRUNEI ICT AWARDS 2026



BERINOVASI UNTUK DIGITAL BRUNEI

INNOVATE FOR A DIGITAL BRUNEI

Hari Khamis
14 Rabiulawal 1448 bersamaan dengan 27 Ogos 2026
Dewan Plenari, Pusat Persidangan Antarabangsa

Anjuran bersama

MTIC

AITI Authority for Infocommunications Technology Industry of Brunei Darussalam

IFB INFOCOM FEDERATION

Disokong oleh

KEMENTERIAN PENDIDIKAN NEGARA BRUNEI DARUSSALAM

BEDB

مجليس انوكره اءي.سي.تي.بروني ٢٠٢٦

MAJLIS ANUGERAH ICT BRUNEI 2026

BRUNEI ICT AWARDS CEREMONY 2026



Duli Yang Teramat Mulia
Paduka Seri Pengiran Muda Mahkota Pengiran Muda Haji Al-Muhtadee Billah
ibni Kebawah Duli Yang Maha Mulia Paduka Seri Baginda
Sultan Haji Hassanal Bolkiah Mu'izzaddin Waddaulah

D.K.M.B, D.P.K.T., King Abdul Aziz Ribbon, First Class (Saudi Arabia), The Order of the Renaissance (First Degree) (Jordan), Grand Cross of Crown Order - G.K.K., (Netherlands), Medal of Honour (Lao), DSO (Singapore), Order of Lakandula With The Rank of Grand Cross (Philippines), The Order of Prince Yaroslav the Wise, Second Class (Ukraine), Darjah Kerabat Johor Yang Amat Dihormati Pangkat Pertama (Johor), DSO (Military) (Singapore), P.H.B.S.

Menteri Kanan di Jabatan Perdana Menteri
Penaung Diraja BICTA

SEKAPUR SIRIH



بِسْمِ ٱللَّهِ ٱلرَّحْمَٰنِ ٱلرَّحِيمِ

Assalamu'alaikum warahmatullahi wabarakatuh.

Alhamdulillah, bersyukur kita kehadrat Allah Subhanahu Wata'ala kerana di atas izin dan kurniaNya jua, kita dapat mengendalikan Majlis Anugerah Teknologi Info-komunikasi (ICT) Brunei atau *Brunei ICT Awards* (BICTA) bagi tahun 2026.

BICTA 2026 merupakan edisi yang amat istimewa dengan menampilkan Anugerah Penaung Diraja BICTA (*BICTA Royal Patron Award*), yang dipertandingkan setiap dua tahun. Trofi Penaung Diraja akan dikurniakan oleh Duli Yang Teramat Mulia Paduka Seri Pengiran Muda Mahkota Pengiran Muda Haji Al-Muhtadee Billah ibni Kebawah Duli Yang Maha Mulia Paduka Seri Baginda Sultan Haji Hassanal Bolkiah Mu'izzaddin Waddaulah, Menteri Kanan di Jabatan Perdana Menteri, selaku Penaung Diraja BICTA, kepada peserta terbaik keseluruhan dalam kalangan penerima anugerah kategori-kategori yang dipertandingkan.

Anugerah berprestij ini merupakan pengiktirafan tertinggi terhadap kecemerlangan inovasi teknologi ICT tempatan serta mencerminkan perhatian dan dorongan yang amat bermakna terhadap pembangunan bakat digital, kreativiti dan kemajuan teknologi negara.

Sejak diperkenalkan pada tahun 2004, BICTA telah memainkan peranan penting sebagai platform inovasi digital dalam merangsang kreativiti, mencungkil bakat dan memperkukuh pembangunan teknologi di Negara Brunei Darussalam. Penganjurannya merupakan hasil kerjasama erat dan beterusan antara Kementerian Pengangkutan dan Infokomunikasi (MTIC), Autoriti Industri Teknologi Infokomunikasi Brunei Darussalam (AITI) dan InfoCom Federation Brunei (IFB), dengan sokongan kementerian dan agensi kerajaan, pihak industri, institusi pendidikan serta rakan strategik.

Peranan ini semakin penting dalam landskap teknologi yang berkembang pesat. Kemajuan digital menawarkan peluang besar kepada Negara Brunei Darussalam untuk meningkatkan produktiviti, memperkukuh daya tahan dan kepelbagaian ekonomi serta meningkatkan kesejahteraan rakyat. Namun, manfaat tersebut hanya dapat direalisasikan apabila kita bukan sahaja menjadi pengguna teknologi, tetapi juga pencipta penyelesaian dan inovasi yang relevan, praktikal dan berdaya maju.

Selaras dengan aspirasi Digital Brunei 2030 dan semangat "*Bersama ke Arah Digital Brunei*", kita perlu melangkaui pendigitalan proses sedia ada kepada penciptaan nilai baharu melalui teknologi. Dalam hal ini, BICTA mempunyai peranan strategik sebagai saluran untuk mengenal pasti, membimbing dan mengetengahkan inovasi tempatan yang berpaksikan keperluan pengguna serta mengambil kira aspek keselamatan, kebolehpercayaan, kebolehskalaan, keterangkuman dan kemampanan.

Perjalanan inovasi ini juga tidak seharusnya terhenti di peringkat kebangsaan. Pemenang terpilih BICTA berpeluang mewakili Negara Brunei Darussalam dalam *Asia Pacific ICT Alliance (APICTA) Awards*. Sejak menyertai APICTA pada tahun 2002, Negara Brunei Darussalam telah meraih tujuh kemenangan, satu anugerah first runner-up, lima anugerah second runner-up dan 37 anugerah merit. Pencapaian ini membuktikan bahawa pencipta tempatan mempunyai keupayaan untuk bersaing di peringkat antarabangsa. BICTA turut menjadi batu loncatan kepada platform lain termasuk *ASEAN Digital Awards, World Summit on the Information Society (WSIS) Prizes* dan *AI for Good Impact Awards*.

Namun, kejayaan sebenar sesebuah inovasi bukan hanya diukur melalui anugerah yang dimenangi, tetapi melalui keupayaannya untuk digunakan, dikembangkan dan memberikan manfaat yang berkekalan. Justeru,

sokongan kepada para pencipta perlu diteruskan selepas pertandingan dengan menghubungkan mereka kepada kepakaran teknikal, penyelidikan, pembiayaan, bimbingan perniagaan, perlindungan harta intelek, peluang projek perintis dan akses pasaran. Matlamat kita ialah untuk membolehkan lebih banyak idea tempatan berkembang daripada pembuktian konsep kepada pelaksanaan dan pengkomersialan, seterusnya menembusi pasaran serantau dan antarabangsa.

Usaha ini memerlukan kerjasama seluruh ekosistem. Kerajaan akan terus menyediakan dasar, prasarana dan persekitaran yang kondusif; industri perlu membuka ruang bagi pengujian dan penerapan teknologi tempatan; institusi pendidikan terus membina kreativiti, pemikiran kritis dan kemahiran digital; manakala para pencipta perlu berani memperhalusi produk, membina keupayaan dan menerokai pasaran yang lebih luas.

Akhirnya, saya ingin merakamkan setinggi-tinggi penghargaan kepada semua pihak yang terus memberikan sokongan dan komitmen dalam memperkasa agenda digital serta ekosistem inovasi negara, khususnya warga Kementerian Pengangkutan dan Infokomunikasi, AITI, IFB serta ahli-ahli Jawatankuasa Pandu dan Jawatankuasa Kerja BICTA 2026 atas usaha gigih dalam menjayakan acara berprestij ini.

Semoga segala usaha yang dilaksanakan mendapat rahmat, petunjuk dan keberkatan daripada Allah Subhanahu Wata'ala serta memberikan sumbangan yang berpanjangan kepada kemajuan, kemakmuran dan kesejahteraan Negara Brunei Darussalam.

Wabillahi taufik walhidayah,
Wassalamu'alaikum warahmatullahi wabarakatuh.

Yang Berhormat
Dato Seri Setia Awang Mohammed Riza
bin Dato Paduka Haji Mohammed Yunos
Menteri Pengangkutan dan Infokomunikasi
Negara Brunei Darussalam
Selaku Penasihat Jawatankuasa Pandu BICTA 2026

MUKADIMAH PENGERUSI BERSAMA BICTA 2026





بِسْمِ ٱللَّهِ ٱلرَّحْمَٰنِ ٱلرَّحِيمِ

Assalamu'alaikum warahmatullahi wabarakatuh.

Alhamdulillah, setelah lebih dua dekad penganjurannya, Brunei ICT Awards (BICTA) telah berkembang daripada sebuah pertandingan ICT tahunan kepada platform utama dalam mengiktiraf, merangsang dan memperkasa inovasi serta kreativiti ICT di Negara Brunei Darussalam. Sepanjang tempoh tersebut, BICTA telah menerima penyertaan yang meningkat dari tahun ke setahun daripada penyertaan daripada pelbagai lapisan masyarakat dan sektor, termasuk individu, pelajar, perusahaan mikro, kecil dan sederhana (PKMS), syarikat pemula, organisasi swasta serta agensi Kerajaan. Perkembangan ini jelas mencerminkan peranan penting BICTA dalam memperkukuh ekosistem inovasi digital negara.

Tahun demi tahun, penyertaan dalam BICTA terus menunjukkan perkembangan yang memberangsangkan. Peningkatan ini bukan sahaja mencerminkan minat yang semakin menggalakkan terhadap BICTA, malah turut menunjukkan peningkatan dari segi kualiti idea, kematangan produk serta keupayaan peserta dalam mengetengahkan dan mempersembahkan inovasi mereka. Seiring dengan perkembangan pesat teknologi digital seperti *Big Data Analytics, Internet of Things (IoT)* dan *Artificial Intelligence*

(AI), kita turut melihat peningkatan dari segi kualiti, kecanggihan dan kerelevanan produk yang diketengahkan. Para peserta semakin berupaya memanfaatkan teknologi terkini untuk menghasilkan produk yang lebih pintar, berdaya maju dan berorientasikan penyelesaian, selaras dengan keperluan pengguna serta pasaran yang sentiasa berubah.

Sepanjang penganjuran BICTA, sebahagian produk telah mencapai tahap proof-of-concept, manakala terdapat juga inovasi yang merupakan hasil ciptaan tempatan sepenuhnya dan telah berjaya menembusi pasaran tempatan serta luar negara. Perkembangan ini membuktikan bahawa bakat digital anak tempatan bukan sahaja mampu menghasilkan idea yang kreatif dan inovatif, tetapi juga berpotensi menterjemahkannya kepada produk dan penyelesaian yang mempunyai nilai komersial serta memberikan impak sebenar kepada masyarakat. Produk produk ini juga turut meraih pengiktirafan di peringkat antarabangsa, termasuk menerusi *Asia Pacific ICT Alliance (APICTA) Awards, ASEAN ICT Awards (AICTA), ASEAN Digital Awards (ADA)* dan *AI for Good Impact Awards.* Pencapaian ini membuktikan bahawa inovasi tempatan mempunyai kualiti dan daya saing untuk diketengahkan di persada serantau dan antarabangsa.

Pada tahun ini, BICTA menampilkan Anugerah Penaung Diraja, yang dianugerahkan setiap dua tahun sebagai pengiktirafan tertinggi terhadap kecemerlangan inovasi ICT tempatan. BICTA 2026 mempertandingkan sepuluh kategori, terdiri daripada tujuh Kategori Utama, termasuk Kategori Sekolah, serta tiga Kategori Silang. Tertakluk kepada kelayakan, penyertaan dalam Kategori Utama, kecuali Kategori Sekolah, turut berpeluang menyertai salah satu Kategori Silang yang bersesuaian dengan produk atau penyelesaian yang dipertandingkan.

Kepelbagaian kategori ini memberikan ruang yang lebih luas kepada peserta untuk mengetengahkan inovasi berdasarkan kekuatan, sasaran pengguna serta potensi impak produk masing-masing. Pemenang keseluruhan terbaik daripada kalangan para pemenang kategori akan dianugerahkan Trofi Penaung Diraja BICTA.

Seiring dengan perkembangan landskap digital negara, tema BICTA 2026, “Berinovasi Untuk Digital Brunei”, amat bertepatan dengan aspirasi untuk membawa transformasi digital negara ke tahap seterusnya, selaras dengan usaha mendokong Digital Brunei 2030. Jika sebelum ini penekanan

diberikan kepada transformasi dan pendigitalan, kini kita perlu bergerak lebih jauh dengan memacu inovasi yang mampu meningkatkan produktiviti, memperkukuh daya saing serta menyumbang kepada pertumbuhan ekonomi negara.

Sejak pelancaran BICTA 2026 pada bulan Mac yang lalu, pelbagai aktiviti pemberigaan dan promosi telah dilaksanakan bagi memperluaskan kesedaran, menarik peserta baharu serta menggalakkan lebih banyak idea dan inovasi tempatan diketengahkan. *BICTA Plus Bootcamp* turut diadakan sebagai program bimbingan dan latihan khusus untuk meningkatkan kemahiran peserta, khususnya dalam pembangunan produk dan aplikasi, pembentangan, *pitching* serta pemahaman terhadap keperluan pasaran.

Pada tahun ini, seperti selazimnya, para pemenang BICTA yang terpilih akan berpeluang mewakili Negara Brunei Darussalam ke APICTA Awards 2026, yang insya Allah akan berlangsung di Jakarta, Indonesia, pada penghujung tahun ini. Peluang ini bukan sekadar satu pertandingan, tetapi juga ruang untuk memperluaskan jaringan, mendapatkan pendedahan antarabangsa serta menguji daya saing produk bersama peserta daripada ekonomi anggota APICTA yang lain.

Alhamdulillah, penyertaan Negara Brunei Darussalam dalam APICTA dapat direalisasikan hasil komitmen dan sokongan berterusan Kerajaan Kebawah Duli Yang Maha Mulia melalui Kementerian Pengangkutan dan Infokomunikasi, Kementerian Hal Ehwal Ugama, Kementerian Pendidikan serta Autoriti Industri Teknologi Infokomunikasi Brunei Darussalam (AITI). Sokongan kepada para pemenang BICTA yang terpilih untuk mewakili negara, tertakluk kepada terma dan syarat yang ditetapkan, turut merangkumi penajaan tiket penerbangan, tempat penginapan, elaun harian serta perlindungan insurans perjalanan. Sokongan ini mencerminkan komitmen Kerajaan dalam memastikan inovasi tempatan bukan sahaja diberikan pengiktirafan di peringkat negara, tetapi turut diberikan peluang untuk diketengahkan di pentas serantau dan antarabangsa.

Kejayaan BICTA selama lebih dua dekad tentunya tidak dapat dicapai tanpa kerjasama erat daripada pelbagai pihak. Usaha ini digerakkan melalui gabungan Kementerian Pengangkutan dan Infokomunikasi, AITI dan InfoCom Federation Brunei (IFB), dengan sokongan Kementerian Hal Ehwal Ugama, Kementerian Pendidikan, Lembaga Kemajuan Ekonomi Brunei (BEDB), para

penggiat industri ICT serta pihak berkepentingan yang lain. Kerjasama ini terus diperkukuhkan melalui pendekatan *whole-of-government* dan *whole-of-ecosystem*, yang menyatukan Kerajaan, industri, akademia, institusi pendidikan, usahawan, pembangun teknologi dan komuniti inovasi.

Akhirnya, setinggi-tinggi penghargaan dan terima kasih diucapkan atas sokongan padu serta penglibatan aktif Kementerian Hal Ehwal Ugama, Kementerian Pendidikan, BEDB, ahli-ahli Jawatankuasa Pandu dan Jawatankuasa Kerja BICTA 2026, panel hakim, para peserta, penaja, pemudah cara dan jurulatih, serta semua pihak yang telah sama-sama menggerakkan dan menjayakan BICTA.

Semoga BICTA terus menjadi pemangkin kepada lahirnya lebih banyak idea yang berani, inovasi yang bermakna dan penyelesaian digital yang mampu membawa Negara Brunei Darussalam ke arah sebuah negara yang lebih inovatif, berdaya saing dan bersedia menghadapi masa hadapan.

"Berinovasi Untuk Digital Brunei."

Wabillahi taufik walhidayah,
Wassalamu'alaikum warahmatullahi wabarakatuh.

Ir. Haji Mohammad Nazri bin Haji Mohammad Yusof
Setiausaha Tetap
Kementerian Pengangkutan dan Infokomunikasi (MTIC)
Selaku Pengerusi Bersama I Jawatankuasa Pandu BICTA 2026

Pengiran Sarimah binti Pengiran Haji Abdul Latiff
Pengerusi
InfoCom Federation Brunei (IFB)
Selaku Pengerusi Bersama II Jawatankuasa Pandu BICTA 2026

ATURCARA MAJLIS

8:30 pagi
Ketibaan Para Jemputan

9:00 pagi
Ketibaan Para Jemputan Khas

9:30 pagi
Keberangkatan
Duli Yang Teramat Mulia
Paduka Seri Pengiran Muda Mahkota Pengiran Muda Haji Al-Muhtadee Billah
ibni Kebawah Duli Yang Maha Mulia Paduka Seri Baginda
Sultan Haji Hassanal Bolkiah Mu'izzaddin Waddaulah,
Menteri Kanan di Jabatan Perdana Menteri

Bacaan Surah Al-Fatihah dan Doa Selamat

Sembah Alu-aluan oleh
Yang Berhormat
Dato Seri Setia Awang Mohammed Riza
bin Dato Paduka Haji Mohammed Yunos,
Menteri Pengangkutan dan Infokomunikasi

Sabda
Duli Yang Teramat Mulia
Paduka Seri Pengiran Muda Mahkota Pengiran Muda Haji Al-Muhtadee Billah
ibni Kebawah Duli Yang Maha Mulia Paduka Seri Baginda
Sultan Haji Hassanal Bolkiah Mu'izzaddin Waddaulah,
Menteri Kanan di Jabatan Perdana Menteri

Laporan Hakim

Tayangan Video “Catatan Perjalanan BICTA 2026”

Penyempurnaan Anugerah BICTA 2026 dan
Pengurniaan Anugerah Penaung Diraja

Duli Yang Teramat Mulia
Paduka Seri Pengiran Muda Mahkota Pengiran Muda Haji Al-Muhtadee Billah
ibni Kebawah Duli Yang Maha Mulia Paduka Seri Baginda
Sultan Haji Hassanal Bolkiah Mu’izzaddin Waddaulah,
Menteri Kanan di Jabatan Perdana Menteri
dijunjung berangkat menyaksikan Pameran Pemenang-Pemenang BICTA 2026

Sesi bergambar ramai bersama
Ahli Ahli Jawatankuasa BICTA 2026, Hakim-hakim dan Penaja-penaja

Santap / Jamuan Ringan

Duli Yang Teramat Mulia
Paduka Seri Pengiran Muda Mahkota Pengiran Muda Haji Al-Muhtadee Billah
ibni Kebawah Duli Yang Maha Mulia Paduka Seri Baginda
Sultan Haji Hassanal Bolkiah Mu’izzaddin Waddaulah,
Menteri Kanan di Jabatan Perdana Menteri
berangkat meninggalkan Majlis

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KANDUNGAN

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BICTA

Brunei ICT Awards (BICTA) mula diperkenalkan pada tahun 2004 dan merupakan acara tahunan yang dianjurkan bersama oleh Kementerian Pengangkutan dan Infokomunikasi (MTIC), Autoriti Industri Teknologi Infokomunikasi Brunei Darussalam (AITI) dan InfoCom Federation Brunei (IFB).

Objektif BICTA adalah untuk:

- Menggalakkan inovasi dan kreativiti dalam teknologi info-komunikasi di kalangan individu, pelajar, perusahaan mikro, kecil dan sederhana (PKMS) dan organisasi-organisasi yang berminat;
- Memberi tanda aras untuk pembangunan produk ICT tempatan; dan
- Mengenalpasti produk ICT tempatan yang paling inovatif di Negara Brunei Darussalam.

BICTA juga merupakan komponen di bawah *Asia Pacific ICT Alliance* (APICTA) *Awards*, di mana kualiti dan kategori yang dibukakan adalah selaras dengan piawaian APICTA. Pemenang-pemenang BICTA akan dipilih untuk mewakili Negara Brunei Darussalam ke Anugerah APICTA dan seterusnya bersaing di peringkat Asia-Pasifik.

Asia Pacific ICT Alliance (APICTA)

Asia Pacific ICT Alliance (APICTA) adalah sebuah persatuan komuniti ICT yang dianggotai oleh 14 buah ekonomi di rantau ini yang bergabung dalam semangat kolaborasi, untuk membentuk jaringan kerjasama di dalam mempromosikan inovasi teknologi dan menggalakkan perkembangan produk ICT untuk pasaran global melalui Anugerah tahunan APICTA.

Anggota-anggota ekonomi APICTA terdiri daripada Australia, Bangladesh, Negara Brunei Darussalam, Republik Rakyat China, Chinese Taipei, Hong Kong, Indonesia, Malaysia, Myanmar, Nepal, Pakistan, Sri Lanka, Thailand dan Vietnam.

Anugerah APICTA yang diadakan pada sekitar bulan November / Disember setiap tahun, menyediakan rangkaian dan peluang bimbingan dengan pemimpin industri dan yang berpengaruh di rantau ini. Anugerah APICTA dirangka untuk merangsang inovasi dan kreativiti ICT, mempromosikan hubungan ekonomi dan perdagangan, memudahkan Pertukaran teknologi, dan menawarkan peluang padanan perniagaan (*business-matching*) melalui pendedahan kepada modal teroka dan pelabur.

Tema BICTA 2026: Berinovasi untuk Digital Brunei

Tema BICTA 2026, “Berinovasi untuk Digital Brunei”, mencerminkan evolusi perjalanan transformasi digital negara daripada usaha membina asas dan mempercepat pendigitalan kepada pemerkasaan inovasi yang berupaya menghasilkan impak lebih besar, inklusif dan mampan kepada masyarakat serta ekonomi negara.

Tema ini menyeru para pencipta, usahawan, pelajar, penyelidik dan pemain industri untuk memanfaatkan teknologi digital dalam menghasilkan penyelesaian kreatif yang mampu menangani cabaran semasa, meningkatkan kualiti kehidupan, memperkukuh produktiviti dan daya saing, serta membuka peluang pertumbuhan ekonomi baharu.

Selaras dengan aspirasi Digital Brunei 2030, BICTA 2026 terus menjadi wadah strategik untuk mencungkil bakat, menggalakkan budaya inovasi dan memperkukuh kerjasama antara kerajaan, industri, institusi pendidikan dan masyarakat. Usaha ini dihasratkan dapat mempercepat transformasi digital negara dan saling berhubung, di samping membentuk masa depan digital Brunei Darussalam yang progresif, berdaya tahan dan berteraskan kepentingan rakyat.

ANUGERAH DAN HADIAH



Anugerah Penaung Diraja

Piala Penaung Diraja dan hadiah wang tunai sebanyak B$10,000.00 akan dianugerahkan kepada pemenang keseluruhan terbaik.

Kategori Utama Main Categories[1]	**Pemenang**	**Merit**
Sekolah *School*		
▶ Sekolah Rendah | *Primary School*[2]	$1,000	$500 x 5 penerima *recipients*
▶ Sekolah Menengah | *Secondary School*[2]	$1,500	$800 x 5 penerima *recipients*
▶ Pengajian Tinggi | *Tertiary School*	$2,000	$1,000 x 2 penerima *recipients*
Perkhidmatan Pengguna dan Perniagaan *Consumer and Business Services*	$5,000	$2,500
Perkhidmatan Masyarakat dan Keikutsertaan *Inclusion and Community Services*	$5,000	$2,500
Perindustrian *Industrial*	$5,000	$2,500
Awam dan Kerajaan *Public and Government*	Trofi dan Sijil Penyertaan *Trophy and Participation Certificate*	

Pemenang and Penerima Merit juga akan menerima Trofi dan Sijil Penyertaan.

Kategori Silang Cross Categories

	Pemenang	Merit
Pemula *Start Up*	$5,000	$2,500
Penyelidikan dan Perkembangan *Research and Development*	$5,000	$1,500
Teknologi *Technology*	$5,000	$1,500

1 Tertakluk kepada kelayakan, mana-mana penyertaan dalam Kategori Utama (kecuali Kategori Sekolah) dibolehkan juga untuk menyertai salah satu daripada Kategori Silang yang bersesuaian dengan produk yang dipertandingkan.

2 Anugerah Merit boleh diberikan kepada lebih daripada lima (5) penerima, tertakluk kepada keputusan hakim.

PANEL HAKIM BICTA 2026



Penasihat Hakim
Dr. Yong Chee Tuan
Ketua Pegawai Eksekutif
Yi Ecomodern Solutions Sdn Bhd

Penasihat Hakim
Pengiran Sarimah binti Pengiran Haji Abdul Latiff
Pengerusi
InfoCom Federation Brunei (IFB)

Ketua Hakim
Pengiran Khairi bin Pengiran Haji Metussin
Pengarah Urusan
Mindtrex Academy

Timbalan Ketua Hakim
Reza Faizal bin Haji Mohd. Nor
Ketua Pegawai Eksekutif
Folec Communications (B) Sdn Bhd

Kategori Sekolah Rendah
Primary School Category

Ketua Hakim
Muhammad Sahrudi Iswandi bin Hashim
Pengarah Bahagian Perkhidmatan IT
Institute of Brunei Technical Education (IBTE)



Dayangku Nurul Khairunnisa binti Pengiran Roslin
Ketua Pembangunan Teknologi (R&D)
Brunei Innovation Lab



Muhammad Nur Aiman bin Haji Minorhadi
Eksekutif Kanan DST InnoLab
Datastream Digital Sdn Bhd



Vernon Yong
Pengurus Program dan Eksplorasi Digital
Unified National Networks



Shenny Tang
Ketua Pertumbuhan
Innov8 Labs



Kategori Sekolah Menengah
Secondary School Category

Ketua Hakim
Reza Faizal bin Haji Mohd. Nor
Ketua Pegawai Eksekutif
Folec Communications (B) Sdn Bhd



Haji Muhammad Iqbal Fakhri bin Haji Damit
Advokat Belia & Komuniti



Muhammad Razan bin Haji Abdul Razak
Pengurus Kanan Industri Baru Pembangunan Industri
AITI



Pengiran Dr. Rafidah binti Pengiran Haji Petra
Penolong Profesor & Timbalan Pengarah Perhubungan Korporat
Universiti Teknologi Brunei



Kategori Pengajian Tinggi
Tertiary School Category

Ketua Hakim
Chang Huei Woo
Naib Presiden Inovasi
Unified National Networks (UNN)



Adna Shatriremie bin Haji Abdul Rahman
Ketua Pusat Keusahawanan Inovasi (EIC)
Kementerian Pendidikan



Angie Ang
Pengarah
ThinkX Global



Mohd Yussof bin Haji Ahmad
Ketua Teknologi & Transformasi
DST Managed Services (DMS) Sdn Bhd



Kategori Perkhidmatan Pengguna dan Perniagaan
Consumer and Business Services Category

Ketua Hakim
Yazid bin Haji Azahari
Ketua Inovasi
Bank Islam Brunei Darussalam



Pengiran Mohd Afi bin Pengiran Haji Ahamad
Naib Presiden Teknologi Maklumat
Royal Brunei Airlines



Pengiran Mohd Farid Zulhusni bin Pengiran Aziz
Pegawai Operasi Kanan
Information Technology Protective Security Service Sdn Bhd



Hajah Nurul ‘Ain binti Haji Jaafar
Timbalan Pengarah Interim Pembangunan Perusaha
Brunei Economic Development Board (BEDB)



Kategori Perkhidmatan Masyarakat dan Keikutsertaan
Inclusion and Community Services Category

Ketua Hakim
Mohd Erwan bin Mohd Said
Pengerusi
Brunei Shell LiveWire



Noorhafizah Rashid
Pengasas
Big BWN Project



Jodie Lim
Pengurus Kanan
Expansys Technologies



Muhammad 'Amallul Mustaqim bin Abd Latif
Penganalisa Sistem
Pusat Kebangsaan E-Kerajaan (EGNC)



Iswandy bin Ahmad
Penolong Pengarah Urusan (Kebajikan & Perkhidmatan Pembanguan Sosial)
Yayasan Sultan Haji Hassanal Bolkiah



Kategori Perindustrian
Industrial Category

Ketua Hakim
Abdul Qawiem bin Haji Yacob
Pengerusi
Brunei Innovation Lab



Adi Iskandar bin Haji Basri
Ketua Pegawai Komersial & Digital
Progresif Sdn Bhd



Ambrose Nathan
Pengarah Urusan
BizAdvize Servcies Sdn Bhd



Simon Soo
Pengasas & Ketua Pegawai Eksekutif
Track & Roll



Mohammad Roaizan bin Haji Johari
Ketua Fintech
Brunei Darussalam Central Bank



Kategori Awam dan Kerajaan
Public and Government Category

Ketua Hakim
Muhammad Reeda bin Haji Malik
Ketua Pegawai Eksekutif
Print Plus Sdn Bhd



Julianah binti Haji Ali Ahmad
Timbalan Ketua Eksekutif Pembangunan
AITI



Gaurav Shrotriya
Pengurus Besar
Comquest Sdn Bhd



Angie Ang
Pengarah
ThinkX Global



Kategori Pemula
Start Up Category

Ketua Hakim
Mohammad Isa Liew bin Mohd Amin Liew
Pemangku Ketua Pengusaha Mikro, Kecil & Sederhana (PMKS)
Bank Islam Brunei Darussalam (BIBD)



Simon Soo
Pengasas & Ketua Pegawai Eksekutif
Track & Roll



Derick Chua
Ketua ICT
Brunei Economic Development Board (BEDB)



Andy Lai
Naib Presiden Perniagaan Antarabangsa
Datastream Digital Sdn Bhd (DST)



Mohammad Roaizan bin Haji Johari
Ketua Fintech
Brunei Darussalam Central Bank



Kategori Penyelidikan dan Perkembangan
Research and Development Category

Ketua Hakim
Mohammad Hamdani bin Haji Mustapa
Ketua Bahagian IT
Politeknik Brunei



Derick Chua
Ketua ICT
Brunei Economic Development Board (BEDB)



Alvin Li Peng
Ketua Pembangunan Penyelesaian dan Perniagaan
Evyd Technology Sdn Bhd



Muhammad Hafiz bin Haslen
Ketua Pegawai Eksekutif
National Digital Payments Network Sdn Bhd (ndpx)



Kategori Teknologi
Technology Category

Ketua Hakim
Dr. Muhammad Saifullah bin Abu Bakar
Penolong Profesor
Faculty of Integrated Techenologies
Universiti Brunei Darussalam



Gabriel Hii
Country Manager and Key Account Manager
Ericsson AB (B) Sdn Bhd



Pengiran Amirul Hayat bin Pengiran Haji Yussop
Pemangku Pengarah
Pusat Kebangsaan E-Kerajaan (EGNC)



Pengiran Dr. Haji Md Khairol Asmiee bin Pengiran Haji Sabtu
Ketua Pegawai Teknologi
Jabatan Dasar & Perancangan
Kementerian Kesihatan



Radziman bin Haji Abdul Rahman
Naib Presiden Kanan
IT & Inovasi
Imagine Sdn Bhd



PESERTA
KATEGORI SEKOLAH RENDAH
PRIMARY SCHOOL CATEGORY

KATEGORI UTAMA | MAIN CATEGORY

1 **BruRescue**

Ma'had Islam Brunei

BruRescue is a smart emergency mobile application designed to improve ambulance response services in Brunei. The app allows users to quickly request emergency assistance while automatically sharing their location, emergency details, and AI-generated situation reports with emergency responders.

2 **Study Bot**

Sekolah Arab Raja Isteri Pengiran Anak Damit

A 24/7 AI-powered learning assistant designed to support students in their daily studies. It provides instant explanations, questions, generates quizzes, and give personalized learning guidance.

Key features include 24/7 learning support, multilingual capability, curriculum-based content, personalized feedback and easy-to-use chat interface accessible through computers and mobile devices.

3 **BullyStop**

Sekolah Arab Raja Isteri Pengiran Anak Damit

BullyStop is a mobile app that helps students report bullying safely and easily. Students can choose to report anonymously or with their name and chat with volunteer teachers or counsellors for support. The app also uses AI to give immediate guidance while waiting for a trusted adult to respond.

4 **SAFEZONE BN 2.0 : SMART ANTI-BULLYING & SCHOOL DISCIPLINE MONITORING SYSTEM**

Sekolah Arab Sultan Haji Hassanal Bolkiah

SafeZone BN 2.0 is an AI-powered Smart Anti-Bullying and School Discipline Monitoring System designed to transform traditional discipline management into a secure, data-driven digital ecosystem. The platform empowers students, parents, teachers, discipline officers, school administrators and education authorities to report, monitor and resolve disciplinary cases in real time.

5 **LUGHAH MAP: An AI-Powered Gamified Arabic Learning Experience**

Sekolah Arab Sultan Haji Hassanal Bolkiah

Lughah Map is an AI-powered gamified Arabic learning platform designed to transform how students learn Arabic vocabulary through immersive, real-life experiences rather than traditional memorization. Built specifically for Arabic and religious school students, the platform allows learners to explore interactive environments such as classrooms, libraries, supermarkets, hospitals, gardens and other everyday locations, where they discover vocabulary through visual interaction, pronunciation, contextual learning and AI-assisted guidance. Powered by Ceri.AI (Gemini AI integration), students receive instant explanations, translations and learning support anytime they need assistance, creating a personalised learning experience.

6 **DbibirBN**

Sekolah Rendah Amar Pahlawan, Cluster 3

DbibirBN is a multilingual translation app that enables users to translate English into four indigenous Bruneian ethnic languages, supporting communication, language learning, and the preservation of Brunei's cultural heritage.

7 **HydroBot - Smart Hydroponic System**

Sekolah Rendah Bengkurong

The HydroBot is an automated water level management system developed at Technology Readiness Level (TRL) 2, meaning the core concept and its application have been specifically formulated to address environmental needs. The purpose of the HydroBot is to solve specific problems in the local Brunei environment, particularly water wastage from overflowing residential tanks and the loss of crops in hydroponic systems due to unpredictable water levels. By deploying a micro:bit and a float switch sensor, the system creates an automatic refill cycle that maintains optimal water levels without requiring constant human supervision. This addresses the need for water conservation and food security within the country.

8 **Lagenda Putra Putri**

Sekolah Rendah Bukit Panggal

A gamified homework tracker, targetting students and teachers, familiar with its traditional Brunei theme and exciting for its integration with growing your character and finishing your homework at the same time.

9 **WIRA MIB**

Sekolah Rendah Dato Marsal

An interactive learning app that instills Melayu Islam Beraja (MIB) values in Bruneian children through quizzes, games, and an AI helper.

10 **SPELL QUEST**

Sekolah Rendah Dato Marsal

Spelling Quest combines game-based learning, interactive multimedia, and educational technology to create a fun, engaging, and accessible spelling learning experience.

11 **LESTARI (Literacy Empowering Student Through AI, Reasoning and Intergration)**

Sekolah Rendah Dato Othman

LESTARI Interactive Story Game is an AI-assisted digital learning product that combines Brunei folktales, English literacy, Mathematics and coding. Students create story-based mathematical problems, develop digital narratives and transform their ideas into interactive games using AI tools. The product aims to strengthen literacy, numeracy, creativity and future-ready skills among primary students.

12 **No Bully Buddy App**

Sekolah Rendah Haji Mohd Salleh Sungai Hanching, Kluster 2

No Bully Buddy is a child-friendly web application designed to help prevent and reduce bullying in primary schools. It provides a safe platform where students can learn about bullying, seek guidance, and report incidents confidentially. The application is designed for students, teachers, school counsellors, and parents. Key features include an AI Buddy Chatbot for emotional support, anonymous bullying reporting, educational resources, emergency contacts, and a Kindness Challenge that encourages positive behaviour. By promoting awareness, early intervention, and kindness, No Bully Buddy helps create a safer and more inclusive school environment.

13 **Smart River Kids**

Sekolah Rendah Haji Tarif

Smart River Kids is a game-based educational application developed using Scratch for children aged 6–12 years. The app provides interactive learning through games in five subjects: English, Mathematics, Science, Malay, and MIB. It aims to make learning enjoyable, improve pupils' understanding through play, and encourage independent learning. Key features include subject-based educational games, interactive quizzes, colourful animations, and simple navigation suitable for young learners.

14 **StudyFlow**

Sekolah Rendah Keriam

StudyFlow is specifically designed for the education system in Brunei, addressing challenges such as missed homework, integrates smart reminders, organized subject tracking and a simple user-friendly interface to improve students' learning habits and academic performance. The project demonstrates innovation through the application of modern web and mobile technologies to solve a real education problem.

15 **Brunei Trip Apps**

Sekolah Rendah Labu Estate, Temburong

Brunei Trip App is an AI-powered smart tourism mobile application developed to enhance the travel experience of both international and local tourists visiting Brunei Darussalam. The purpose of the application is to address the lack of a comprehensive tourism platform in Brunei by providing a one-stop digital solution for travel planning, bookings, and tourism information.

16 **CyberShield49 – Cyberbully Awareness Game**

Sekolah Rendah Lambak Kanan Jalan 49, Cluster 2

CyberShield49 is an educational game designed to raise awareness about cyberbullying and teach children how to stay safe online. The game provides an engaging and interactive learning experience through various gameplay activities that help users recognize cyberbullying situations, make safe decisions, and develop responsible digital citizenship skills.

17 **AERA (Automated Emergency Response Assistant)**

Sekolah Rendah Lambak Kanan Jalan 49, Cluster 3

AERA (Automated Emergency Response Assistant) is a mobile application designed to provide immediate assistance during emergency situations. With a single tap, users can quickly send alerts, share their location, and notify emergency contacts, reducing response time and improving safety.

18 **Read IT**

Sekolah Rendah Muda Hashim, Tutong

Teach children to read. The audience are pupils from year 2 until year 5. Our product uses voice recognition features for students to read aloud the word displayed. Then the app will state if it is correct.

19 **Chatbot**

Sekolah Rendah Muda Hashim, Tutong

The purpose is to improve pupils' writing skills. The audience are pupils and public. Main features are using prompts and Google gemini that uses AI.

20 **Lumen - Your Learning Assistant**

Sekolah Rendah Paduka Seri Begawan Sultan Omar Ali Saifuddien, Kuala Belait

LUMEN is a learning app that helps people practise speaking, learn new words, and build confidence. It is made for all learners, especially children who need extra help with speech and language development.

21 **Super Saver - Eco Pixel Defender**

Sekolah Rendah Paduka Seri Begawan Sultan Omar Ali Saifuddien, Kuala Belait

Super Saver: Eco-Pixel Defender is a gamified environmental learning app created to help pupils learn about caring for the planet through play. The purpose of the app is to make environmental education exciting, visual, and action-based. Pupils become "Eco-Pixel Defenders" who complete missions, battle pollution monsters, collect recycled trash points, answer eco quizzes, and learn real green habits such as reducing waste, recycling, saving energy, and protecting nature. The app uses a retro-pixel game style, mission levels, rewards, and progress tracking to motivate young learners.

22 **EcoScan**

Sekolah Rendah Paduka Seri Begawan Sultan Omar Ali Saifuddien, Kuala Belait

EcoScan is a smart app that uses Artificial Intelligence (AI) to recognise rubbish. We simply point the camera at an item, and EcoScan tells us what it is made of and where it should be thrown away or recycled. It helps children and families learn how to care for the environment while making recycling fun with points, badges, and challenges. Our goal is to help everyone keep Brunei clean and protect the Earth for future generations.

23 **PAP-Bots - Moving Dustbin**

Sekolah Rendah Pengiran Anak Puteri Besar Sungai Kebun

PAP-Bots, a moving dustbin built on the slogan "Smart wheels, equal feels". Instead of making kids search for a bin, our bin goes to them. We engineered PAP-Bots using a brilliant irony: the body is made from upcycled, cut-up plastic bottles using trash to fight trash. Inside is a low cost, high tech micro:bit brain that controls its wheels, letting us drive it straight to where children are. PAP-Bots makes cleaning up a fun, interactive game. Most importantly, it creates true social inclusion, ensuring every child, regardless of ability, can keep their environment clean easily and equally.

24 **LiteraPAP**

Sekolah Rendah Pengiran Anak Puteri Besar Sungai Kebun

LiteraPAP is a platform designed to help primary school students to improve their Bahasa Melayu reading literacy in a fun, engaging and personalized way. Our target users are Primary schools from Year 1til 6 who particularly those with weak reading skills, parents and Bahasa Melayu teachers.

25 **Cheklu**

Sekolah Rendah Pengiran Setia Jaya Pengiran Abdul Momin

Our aging population increases annually and as such, working population have little to no support for caring their elderly. So this app hopes to help and remind people with dementia (young or old) and who tend to forget easily as well as to give peace of mind to the caretakers so they are able to check on their parents/family.

26 **Keyboard Mastery**

Sekolah Rendah Pulaie

Students

27 **NOVA (Next- generation Operations Vigilance Assistant)**

Sekolah Rendah Pulaie, Cluster 3 And Smartable Learning Centre

NOVA (Next-generation Operations Vigilance Assistant) is a conceptual Robot-Assisted Decision Support Framework designed to demonstrate how existing technologies can be integrated to assist human operators in protecting gated communities and other secured environments. The framework brings together sensors, software, robotics, and human oversight into a unified operational process, demonstrating how technology can support security operations while ensuring that human judgement and accountability remain central to every critical decision.

28 **KantinKu**

Sekolah Rendah Rataie, Mukim Bokok, Temburong

KantinKu is a digital web application for students, parents and teachers to pre-order canteen meals and make cashless payments, helping canteen operators prepare the right amount of food and reduce waste. The app modernises the school canteen system while addressing the growing concern of food and packaging waste.

29 VocabQuest V2.0

Sekolah Rendah Rataie, Mukim Bokok, Temburong

VocabQuest v2.0 is an interactive "Digital Learning Arcade" designed to transform vocabulary memorization from a dry textbook chore into a gamified, multisensory experience. By moving away from the "flat word trap" of traditional static reading, it uses dual-coding memory science (linking visual cartoon cards with spoken audio pathways) to build stronger cognitive paths so that words stick permanently.

30 KiraQuest

Sekolah Rendah Rimba I

Math Quest is a gamified educational application designed to improve primary school pupils' mathematics skills through immersive adventure-based learning. Players explore themed kingdoms inspired by Brunei, complete curriculum-aligned mathematics challenges, collect rewards, unlock accessories, and progress through exciting levels. The application transforms traditional mathematics practice into an engaging learning experience that motivates pupils to develop confidence, problem-solving skills, and a positive attitude towards mathematics. It is designed for primary school students, teachers, and schools, with features including progress tracking, adaptive gameplay, achievement badges, and classroom integration.

31 AgriAble: Inclusive Digital Agriculture Learning Platform

Sekolah Rendah Rimba II

AgriAble is a localised digital learning platform that combines educational content, interactive activities, game-based learning, and community engagement to support students in developing real-life skills through agriculture and sustainability. The platform guides students through the complete kangkung growing journey — from identifying gardening tools, planting, caring, observing, harvesting, and understanding the connection between food, health, and sustainable living. Beyond learning, AgriAble also creates opportunities for students with special needs to showcase their abilities by promoting and sharing agriculture-related products they produce.

32 ALAI BOT

Sekolah Rendah Rimba III

AlaiBot is an innovative AI-powered Interactive Learning Buddy designed to enhance teaching and learning experiences in primary classrooms. Inspired by the engaging and companion-like characteristics of Tamagotchi, Wall-E, and Labubu, AlaiBot serves as a friendly digital companion that makes learning fun, interactive, and meaningful. The product was developed to address the need for more engaging, inclusive, and personalised learning experiences while supporting Brunei Darussalam's vision of digital transformation in education.

33 Kindness Shield

Sekolah Rendah Sg Tali, Lumut II

The name of the app is Kindness Shield. It is an anti-bully awareness app that teaches the players on what bullying is, how to de-escalate bullying and identifying what is bullying which are focusing mainly for students in primary school and adults to spread awareness of bullying.

34 SENASync

Sekolah Rendah Sg Tali, Lumut II

SENASync is an inclusive learning app for students with special educational needs who study in mainstream classrooms. The app gives them simpler lessons, quizzes, pictures, and audio based on subjects in the Brunei education system. This allows them to learn at a level that is suitable for them while the teacher continues teaching the rest of the class. SENASync also helps teachers track quiz results, record student progress, and write reports.

35 GoKid Carpool

Sekolah Rendah Sultan Hashim Batu Apoi Temburong

GoKid Carpool is a locally developed application designed to solve school transportation challenges faced by families in Brunei Darussalam. The product will be developed primarily by local developers and innovators (100%) to ensure that the app meets the needs, culture, and expectations of the Brunei community.

36 SakuPet

Sekolah Rendah Sungai Teraban, Belait

SakuPet is a gamified web app that turns children's screen time into purposeful learning and responsibility. Children care for a virtual pet by completing tasks and lessons, with the pet's growth reflecting their progress. It is aimed at primary school children, parents and educators, offering adaptive challenges in English, Mathematics and Science, chores tracking, achievement badges and a journaling feature that supports reflection and emotional growth.

37 Petah

Sekolah Rendah Tumpuan Telisai

Petah is an innovative educational application designed by Year 5 students of Tumpuan Telisai Primary School. It bridges the gap between home and school by creating a collaborative ecosystem where students learn, teachers assess, and parents monitor academic progress—all while fostering seamless communication between students, parents, and teachers.

38 SRT MATHS QUIZZES

Sekolah Rendah Tungku

Simple quiz game for students to enjoy learning mathematics in a different way. User is upper primary students.

39 Discover Brunei: All About MIB

Sekolah Rendah Tungku

A mobile app quiz which is focused on educating people on MIB

40 PeaceBuddy

Sekolah Rendah Yayasan Sultan Haji Hassanal Bolkiah

Victims of bullies, special needs people and disabled elderly.

41 BruneiVerse

Sekolah Rendah Yayasan Sultan Haji Hassanal Bolkiah

BruneiVerse is an interactive digital learning platform that transforms learning about Brunei into an exciting adventure. Through an interactive map, missions, quizzes, digital passport, stamps, and achievement badges, children are encouraged to explore Brunei's culture, history, landmarks, wildlife, and traditions in a fun and engaging way.

42 Deliver-Bot

Seri Mulia Sarjana International School

Deliver-Bot is a smart follow-me robot designed to help transport books, learning materials, food, and other school supplies around the school. Similar to a smart luggage, the robot automatically follows a teacher or student as they walk, making it easier to carry multiple or heavy items.

43 Mental Growth

Seri Mulia Sarjana International School

Mental Growth is a mobile application that supports students' mental health and emotional well-being by helping them record their daily mood, emotions, and mental well-being through guided check-ins. It is designed for students who struggle to express their feelings to others and often feel unheard.

44 CLEAN - BIT AI

Seri Mulia Sarjana School (Primary)

Clean - Bit AI is an AI-powered autonomous classroom monitoring system to promote cleaner classrooms, environmental responsibility and AI literacy. Clean - Bit AI encourages the students to develop positive cleanliness habits by providing real-time feedback and data about classroom waste.

45 **EcoGuard**

St Andrews School

EcoGuard is a smart room sensor that helps save electricity. The purpose of EcoGuard is to help families know when electricity may be wasted in a room. For example, if a room is bright but nobody seems to be inside, EcoGuard can warn the user that the light may have been left on.

PESERTA
KATEGORI SEKOLAH MENENGAH
SECONDARY SCHOOL CATEGORY

KATEGORI UTAMA | MAIN CATEGORY

1 **i-AL-HUDUR 2.0: AI Smart Attendance & Behaviour Intelligence System**

Sekolah Arab Sultan Haji Hassanal Bolkiah

i-AL-HUDUR 2.0 is an AI Smart Attendance & Behaviour Intelligence System that transforms traditional attendance into actionable behavioural intelligence. Instead of simply recording attendance, the platform helps schools identify attendance patterns, detect students at risk, and enable early intervention through real-time analytics.

2 **i-FixIt BN: A Smart School Maintenance and Safety Reporting System**

Sekolah Arab Sultan Haji Hassanal Bolkiah

i-FixIt BN is a Smart School Maintenance and Safety Reporting System designed to digitalize the entire maintenance reporting workflow within educational institutions. Its primary purpose is to enable students, teachers, parents, school staff, technicians, and administrators to report maintenance and safety issues instantly while ensuring every complaint is monitored until completion.

3 **i-KHATAM TRACKER 2.0 - An Interactive Qur'an Progress Intelligence System**

Sekolah Arab Sultan Haji Hassanal Bolkiah

i-Khatam Tracker 2.0 is an award-winning digital Qur'an Progress Intelligence System designed to help students complete the Qur'an through structured progress tracking, real-time monitoring, and data-driven intervention. It allows students, teachers, schools, and education authorities to monitor reading progress by Surah, Ayah, and Juz' through centralized dashboards. Unlike traditional Qur'an apps that mainly focus on reading or memorisation, i-Khatam Tracker 2.0 uses its Completion Behaviour Framework™ to create a measurable and achievement-oriented learning journey that encourages students to complete the entire Qur'an.

4 **BayiCare**

Chung Hwa Middle School, BSB

BayiCare is a digital companion for mothers and families during pregnancy and early childcare. Its purpose is to simplify health tracking, provide culturally relevant guidance, and offer emotional support. The audience includes expectant mothers, fathers, and caregivers in Brunei who want accessible, trustworthy information.

5 **FindNet**

Chung Hwa Middle School, BSB

FindNet is an all-in-one event platform that allows users to discover, register for, and participate in events across Brunei. Event organizers can create and manage events, while participants, volunteers, and vendors can easily register and stay updated. FindNet simplifies event management and makes opportunities more accessible for everyone.

6 **FlowState**

Maktab Sains Paduka Seri Begawan Sultan

FlowState is a multi-modal mobility application designed to encourage and modernize Brunei's fragmented public transit network into an integrated digital experience.

7 **IngatiKU**

Sekolah Arab Belait

Ingatiku is a smart digital reminder and communication platform designed specifically for students, parents, and teachers in Arabic schools. The platform helps students from Year 5 to Year 8 (Sanah 5–8) stay organized by providing easy access to homework, school announcements, examination schedules, revision reminders, and important school information in one place. The main purpose of Ingatiku is to strengthen communication between the school, students, and parents while encouraging students to become more responsible and independent learners. Through a user-friendly and mobile-friendly interface, students can check their daily homework, monitor upcoming examinations, and receive important reminders to avoid missing deadlines. Parents can also stay informed about school activities, official notices, and their children's academic responsibilities.

8 **LIttleSteps**

Chung Hwa Middle School, BSB

LittleSteps is a pregnancy and childcare companion app designed to support mothers and families throughout pregnancy. It combines practical tools and emotional support, including a baby growth tracker, nutrition guidance, community forums, mood tracking, appointment reminders, and a friendly mascot companion. The app aims to provide accessible, interactive, and supportive guidance for expectant mothers, fathers, and caregivers.

9 **MedPocket**

Maktab Sains Paduka Seri Begawan Sultan

MedPocket is an AI-powered mobile application that provides reliable, easy-to-understand first-aid guidance for common injuries such as cuts, burns, blisters, sprains, nosebleeds and minor wounds. The application offers step-by-step treatment instructions, preventive measures, and advice on when users should seek professional medical attention.

The primary purpose of MedPocket is to improve public access to accurate first-aid information, especially during emergencies where immediate medical assistance may not be available. Through AI technology, the app analyzes the user's reported symptoms and provides personalized first-aid recommendations while emphasizing that it is not a replacement for professional healthcare. The target audience includes students, teachers, government agencies and pharmacists

10 **StARdy App (Study with A.R.)**

Sekolah Menengah Berakas

StARdy (Study with AR) is an Augmented Reality (AR) educational application developed to make learning more interactive, engaging, and meaningful. By combining curriculum-based content with immersive 3D simulations, StARdy helps students visualise abstract concepts that are often difficult to understand through traditional teaching methods. The application aims to increase students' interest, motivation, and conceptual understanding by providing an enjoyable and hands-on learning experience. StARdy is designed primarily for secondary school students and is being expanded to support primary school education, making it a comprehensive learning platform across multiple subjects. Key features include interactive AR simulations, curriculum-aligned learning modules, multilingual support in six languages (more to be added), and real-time 3D visualisations. The application also serves as an innovative learning aid for learners, promoting active learning both inside and outside the classroom.

11 **Tenang Lai**

Sekolah Menengah Pengiran Jaya Negara Pengiran Haji Abu Bakar, Kuala Belait

To help children calm down during tantrums.

12 **WARISAN**

Sekolah Menengah Sufri Bolkiah

WARISAN is a mobile game that combines language learning with storytelling to preserve Brunei's native Tutong dialect before it disappears forever. Who plays: Teenagers (13–18 years old) craving engagement over textbooks, Language learners worldwide curious about rare dialects, Families bonding over cultural heritage. STANDOUT FEATURES: Time-travel narrative, Personal vocabulary journal, Interactive quizzes, Daily streak system, NPC guides (natural teaching), Digital rewards (traditional clothing), Dynamic weather system and Mobile-first (phone/tablet/laptop).

13 **Aquametric**

Seri Mulia Sarjana School

AquaMetric is an intelligent IoT-based water management system designed to provide households and organizations with a reliable supply of clean water. It uses real-time sensors to monitor water quality and pressure, automatically switching between mains water, storage tanks, and filtration when needed. Its mobile app provides instant alerts, system monitoring, and remote control, helping reduce water wastage and manual intervention. AquaMetric is suitable for homes, schools, restaurants, businesses, and government institutions, particularly in areas affected by water discoloration, low pressure, or supply interruptions.

14 **Arabeez**

Maktab Sains Paduka Seri Begawan Sultan

Bee's Arabic Adventure is an interactive web-based educational game designed to help children and beginner learners build foundational Arabic vocabulary through gamification. Players control a bee character named Basim and learn through interactive stories, audio pronunciation, mini-games, and digital flashcards. The game also includes a Memory Book for reviewing vocabulary and reinforcing memorization in an engaging and enjoyable way.

15 **Brunei Edu**

Sekolah Ugama Arab Menengah Perempuan Raja Isteri Pengiran Anak Hajah Saleha

Brunei Edu is a school pathway advisory application designed to help students in Brunei make informed decisions about their education after completing their O-Level examinations. The platform addresses the common challenge of choosing the most suitable school, college, or institute by providing personalized recommendations based on students' examination results and interests. It is intended for O-Level graduates, parents seeking guidance for their children, and school counselors or teachers supporting students in their educational planning. Key features include personalized school recommendations, a comprehensive directory of educational institutions in Brunei, an entry requirements checker, detailed course information, application deadline reminders, and an AI-powered guidance system that offers tailored advice to support students in selecting the most appropriate academic pathway.

16 **Brunei EduPath**

Sekolah Menengah Masin

Telling people career path in Brunei

Our Audience: student, Unemployed, Alumni, Adult

Our product: Academic pathway, Job opportunity list in Brunei, Bahasa Melayu and IRK past year paper, Career Advice

1. Make the site easy to find and easy to use, with clear navigation and search-friendly pages

2. To decrease unemployment.

3. To prevent confusion about caeer path for brunei citizen

17 **Chaching.bn**

Sekolah Ugama Arab Menengah Perempuan Raja Isteri Pengiran Anak Hajah Saleha

ChaChing.bn is a financial tracking app that helps youths manage their money more effectively. It tracks spending, encourages saving, and promotes responsible financial habits through a fun, interactive, and user-friendly experience. ChaChing.bn aims to make financial management simple, engaging, and motivating for everyone.ChaChing. bn features a receipt scanner, transaction tracker, budgeting tools, savings goals, planned payment reminders, debt management and streaks.

18 **EduConnect**

Maktab Sains Paduka Seri Begawan Sultan

Target audience:stressed,overpressured student and autisme

Features we offer:AI counsellor, universal religion religious AI,mood tracker,study buddy,stress relieve game,game for autisme so they can learn,daily motivation,hadits and quote.

19 **Fireguard AI**

Maktab Sains Paduka Seri Begawan Sultan

FireGuard AI is an AI-powered IoT surveillance and fire prevention system designed to detect wildfire risks early and prevent them from becoming large-scale disasters. It uses a Raspberry Pi, Arduino Uno, and multiple environmental sensors to monitor temperature, humidity, smoke, gas, and flames in real time. An AI system generates a fire-risk score, displayed on an LCD and uploaded to cloud platforms for remote monitoring. When a critical risk or flame is detected, FireGuard AI sends warning notifications and activates an automated Flame Douser to suppress small fires. The scalable system can be deployed in forests, national parks, plantations, and other fire-prone areas to support environmental protection and climate resilience.

20 **JagaLektrik : EcoHub Cooler**

Sekolah Ugama Arab Menengah Perempuan Raja Isteri Pengiran Anak Hajah Saleha

JagaLektrik is designed to help households reduce electricity expenses, encourage better financial management, and contribute to environmental sustainability through energy conservation. The product primarily targets families, students, and homeowners who seek to better understand and manage their electricity consumption.

21 **PetaNova**

Sekolah Ugama Arab Menengah Perempuan Raja Isteri Pengiran Anak Hajah Saleha

PetaNova is an AI-powered travel companion designed to help users explore Brunei more easily through smart navigation, personalised trip planning, budget tracking, and emergency support. It is designed for tourists, Brunei residents, new drivers, and anyone visiting or travelling around Brunei. Key features include the AI assistant, interactive maps, hidden gem recommendations, budget tracker, emergency hub, and local events.

22 **PlantDex**

Maktab Sains Paduka Seri Begawan Sultan

PlantDex is an AI-powered educational mobile app that makes plant science more engaging and accessible for students, beginners, and plant enthusiasts. Its AI plant identification feature allows users to scan plants using their camera and access information about their classification, characteristics, habitat, growth requirements, and care instructions. The app also provides watering reminders and plant-care guidance. To encourage learning, PlantDex uses quizzes, mini-games, XP, achievements, and a Pokédex-inspired plant collection system, combining education, gamification, and practical plant care while promoting environmental awareness.

23 Acadexis (AI-TSA SmartTrack)

Sekolah Menengah Sultan Hassan Temburong

AI-TSA SmartTrack is an educational application developed to transform Topical and Skills Analysis (TSA), a school-based initiative introduced by Sekolah Menengah Sultan Hassan, Temburong, from Excel-based reporting into a digital learning support platform. TSA is used to analyse students' learning gaps at topic and skill level. Instead of only looking at overall marks, TSA helps teachers identify which topics students have mastered, which topics need improvement, and which topics require urgent intervention. At SekolahMenengah Sultan Hassan, TSA has been practised since 2023 across subjects to support data driven teaching, targeted intervention and student performance improvement. The current prototype of AI-TSA SmartTrack already includes the app interface and working system flow. It allows users to experience how TSA data can be managed digitally through different user roles, including teachers, students, parents and the school administration team.

24 Adaptive Solar-Powered Ventilation system with Energy storage

Sekolah Menengah Sayyidina Husain

SolarVent is a solar-powered smart ventilation system designed to improve indoor air circulation and reduce heat buildup in buildings. It uses renewable solar energy to power ventilation fans and stores excess energy in a rechargeable battery for use during cloudy days, rainy seasons, or nighttime. The system uses temperature sensors and an Arduino-based controller to automatically adjust the fan operation based on indoor conditions. It is suitable for homes, classrooms, offices, and other buildings that require energy-efficient cooling.

25 **AGRIVISION**

Sekolah Menengah Pengiran Anak Puteri Hajah Rashidah Sa'adatul Bolkiah Lumut

the farmer and for the younger generation that are interested in farming as farming community has declining over years

26 **AquaSync EcoTech**

Sekolah Menengah Lambak Kiri

AquaSync EcoTech (also known as AquaSync) is a mini smart indoor garden powered by a solar energy source, integrated with an ESP32-based automation system. Designed to streamline gardening for busy professionals, hobbyists, educators, and gardeners, it automates essential tasks such as watering when soil moisture is low and notifying users when plants reach optimal harvesting height. It also has its own AquaSync app provides real-time monitoring, displaying plant health data visually to ensure ease of use and engagement.

The primary goal of AquaSync EcoTech is to save time and effort for users by automating labor-intensive gardening processes while promoting sustainability and eco-friendliness. It bridges the gap between technology and nature, making indoor gardening accessible, efficient, and rewarding for all skill levels.

27 **BHS - Brunei Health Simplified**

Chung Hwa Middle School, BSB

Brunei Health Simplified is a smart mobile application that promotes healthier lifestyles while supporting accessibility and inclusivity. The app helps users track their daily activity, scan foods to estimate calories, plan exercises, and discover healthier restaurants and recreational areas. It also provides personalised recommendations through filters for autism-friendly environments, wheelchair accessibility, and crowd levels, ensuring users can make healthier and more comfortable choices. By combining health tracking, accessibility, and localised recommendations into one platform, we aim to create a healthier and more inclusive Brunei.

28 **Brunei Trails**

Sekolah Menengah Berakas

Brunei Trails is a location-based tourism and cultural exploration mobile application that encourages users to discover the rich heritage, nature, cuisine, and traditions of Brunei Darussalam through an interactive, story-driven experience. Designed for both local residents and international tourists, the app helps users explore real-world attractions by completing GPS check-ins, engaging in interactive activities, and earning rewards while learning about Brunei's culture.

Key features include an interactive map for discovering attractions, themed Trails that guide users through heritage, nature and culinary destinations, and a Discovery Book that unlocks stories about Brunei's history, wildlife, folklore, and cultural traditions. The app also features the Brunei Trails Companion, an AI-powered travel guide that provides historical insights, personalised recommendations, cultural etiquette, and itinerary planning based on the user's location. By combining tourism, education and technology, Brunei Trails transforms sightseeing into an engaging and meaningful journey while promoting local tourism and preserving Brunei's cultural heritage.

29 **CareerQuest: Explore, Learn, Become.**

Sekolah Menengah Yayasan Sultan Haji Hassanal Bolkiah

CareerQuest is a web-based career guidance platform that helps students discover suitable careers based on their interests, strengths, personality, and favourite subjects. It provides personalised support through features such as CareerQuiz, AI Career Coach, QuestBot, AI Mock Interviews, Mentor Network, Subject Roadmaps, and Future Me career planning. Designed mainly for secondary school students, CareerQuest helps users make informed education and career decisions, while supporting Wawasan Brunei 2035 and selected UNSDGs.

30 Dialekku Brunei

Sekolah Menengah Berakas

DialekkuBN (Dialekku Brunei) is an interactive mobile app designed to help users learn and preserve Brunei's local dialects, including Melayu Brunei, Kedayan, Tutong, Belait, Dusun, Bisaya, and Murut. It provides structured lessons, translations, quizzes, games, and AI-powered conversation practice to make dialect learning engaging and accessible. Its mascot, Luri the Slow Loris, acts as both a learning guide and AI conversation partner, providing feedback on pronunciation, grammar, and sentence construction. The app also features Discover Brunei with Luri, a story-based learning mode that introduces users to Brunei's traditions, culture, and everyday situations while learning new vocabulary.

31 IoT-Ponic

Sekolah Menengah Lambak Kiri

Purpose is to make an IoT solution for monitoring and labour issues faced by small-scale aquaponic farmers. Our main target audience are farmers, ecologist and agriculture students; our minorities are users who are hobbyist, ecologists, and general students. Instead of just a conventional aquaponic, we created a monitoring system with Internet of Things (IOT) components integration. A powerful microcontroller, ESP32 in the system connects to internet to send readings to phone.

32 KINETRA

Maktab Sains Paduka Seri Begawan Sultan

KINETRA is an affordable, smart, and gamified rehabilitation system designed to make home-based rehabilitation more engaging, measurable, and safe, particularly for young athletes. It uses sensors and ESP32 technology to measure exercise force, movement speed, and rotation, converting real rehabilitation movements into interactive game controls. Users can perform exercises through games such as rocket dodge, fishing, and car steering, while receiving immediate feedback when movements are too fast or incorrect. KINETRA also includes an AI concept for future development, featuring progress tracking, adaptive difficulty, progressive overload, and personalised training suggestions.

33 MediScribe AI

Maktab Sains Paduka Seri Begawan Sultan

MediScribe AI is an AI-powered clinical documentation assistant designed to support healthcare professionals by reducing the time and workload associated with patient documentation. It uses speech recognition, NLP, and AI to convert doctor-patient conversations into structured clinical notes, automatically organising information such as symptoms, allergies, family history, and chief complaints. Designed to complement Brunei's Bru-HIMS ecosystem, MediScribe AI can also serve as a backup documentation platform during system disruptions, allowing records to be maintained and later synchronised when connectivity is restored. Overall, the platform helps healthcare workers reduce administrative work, improve efficiency, and spend more time focusing on patient care.

34 Meowledge

Sekolah Menengah Awang Semaun

An interactive, cute cat themed study app that will help students to study better with cute and adorable app that will help you memorize your studies better!!

35 NeuroTrace

Sekolah Menengah Masin

The primary purpose of NeuroTech is to provide an automated, passive safety utility that detects life threatening household emergencies specifically sudden falls and subsequent immobility and instantly alerts remote caregivers. Target audience: Elderly individuals living independently, Family members and relatives who want peace of mind while away from home, people doing sports.

36 NorthStar

Maktab Sains Paduka Seri Begawan Sultan

Our website, Northstar is basically a website that focuses on students and their mental health. It also mostly revolves around school work. We introduce to you, one of the only apps that focus on school alongside mental health made by Bruneians. It follows three of Brunei's SDGs which are Good health and well-being, Quality education and Gender equality. The potential of this app is massive because of how it's adjustable for every school in Brunei. The technical components used to help build and do research for our website are Loveable, ChatGPT, Google and Pinterest.

37 Nurana

Chung Hwa Middle School, BSB

Nurana is an interactive "learn-by-play" app that makes learning Jawi and Iqra fun for all, through tracing, games, and quizzes, helping all ages build self-confidence, master letters, and prepare for the Quran by blending tradition with modern-day technology. With the addition of their new feature, Nur's Comfort, it helps users to release stress and feel less anxious while learning at the same time.

38 NUTRIScanBuddy

Sekolah Menengah Menglait

NutriScanBuddy is an AI-powered nutrition education platform designed for students, families, educators, and health-conscious consumers. Through food scanning technology, users receive simplified nutritional insights, healthier alternatives, halal verification, and personalised health indicators. The platform empowers informed decision making while promoting digital health literacy and healthier lifestyles.

39 RimbaScan 2.0: Smart AI Plant Assistant

Sekolah Menengah Rimba

RimbaScan 2.0 is a Brunei-focused AI agriculture and biodiversity mobile app that helps farmers, students, gardeners, researchers, and the public identify plants and access localised plant information. Beyond basic identification, it provides plant care guidance, uses, risk information, AI confidence scores, saved records, geotagged observations, maps, multilingual support, and an AI assistant called AzamAI. Its unique crop-customisation model allows farmers to use specialised packages, such as a Chilli Pack, with crop-specific information on care, pests, diseases, harvesting, and farm records. RimbaScan 2.0 also supports biodiversity conservation and STEAM education by documenting local plants and providing a valuable learning and research resource for Brunei.

40 SMART ECOBIN

Sayyidina Umar Al-Khattab Secondary School

Smart EcoBin is an autonomous IoT-based waste management system designed to improve cleanliness and waste collection efficiency in indoor spaces. It automatically opens and closes its lid, monitors waste levels, and alerts cleaners when full. Using a line-following system and obstacle detection, the bin can navigate to a designated cleaning station, stop safely when obstacles are detected, and return to its original location after being emptied. Built using the micro:bit platform, Smart EcoBin provides a low-cost solution that combines robotics, automation, and IoT for schools, offices, libraries, healthcare facilities, and other public spaces.

41 SmartQurbān

Sekolah Menengah Menglait

SmartQurbān is a Shariah-compliant digital platform designed for individuals, families, qurbān operators, and charitable organisations. The application digitises the entire qurbān journey from registration and package selection to payment, tracking, and certification enhancing accessibility, transparency, and efficiency while supporting Brunei's vision of inclusive and innovative digital services.

42 SMY Innovation Hub

Sekolah Menengah Yayasan Sultan Haji Hassanal Bolkiah

SMY Innovation Hub is an AI-powered platform that helps secondary school students turn ideas into real digital solutions. It guides students through the full innovation process, from identifying problems and generating ideas to developing AI-assisted applications and presenting their projects. Key features include the Innovation Journey, Learning Academy, Project Showcase, AI Guidance, and Student Profiles, helping students develop innovation, entrepreneurship, digital, and AI skills while building a portfolio of their achievements.

43 SpeakUp Bn

Chung Hwa Middle School, BSB

SpeakUp Bn is an all-in-one public speaking platform designed to empower students and young people to become confident, and effective communicators. The app provides a safe and engaging environment where users can practice speeches, receive AI powered feedback, and connect with a community of aspiring speakers, and track their personal progress. The primary target audience is secondary school students, university students, educators, young leaders, and anyone seeking to improve their communication and leadership skills. By combining learning, practice, and networking into one platform, SpeakUp Bn aims to make public speaking more accessible, interactive, and enjoyable.

44 **StatPipe**

Chung Hua Middle School

Our project is a real-time pipeline monitoring system that uses pressure and vibration sensing to detect early signs of leaks, structural stress, and abnormal pipeline activity. The system continuously monitors pipeline conditions and transmits data for live visualization and analysis. The pipeline is fully sealed to simulate real-world operating conditions. The sensors are mounted on a small-scale pipe prototype to accurately replicate industrial pipeline behavior in a controlled environment. The system is also designed with satellite-based communication capability to support remote monitoring from any location. This enables early detection of faults, helping prevent infrastructure damage before it becomes critical and significantly reducing downtime through faster response and predictive monitoring.

45 **StudyMark**

Chung Hua Middle School

Product name StudyMark, aim to build study habit for student by gamified it.

46 **The Stress-Free World Digital Dollhouse: ChibiTales Cozy Dollhouse**

Sekolah Arab Temburong

The Stress-Free World Digital Dollhouse is an interactive web application designed to promote creativity, emotional well-being, and stress relief through imaginative play. Users can decorate a digital home, customize characters, interact with pets, cook recipes, and explore relaxing activities in a warm and welcoming environment. Audience is children aged 6–15 years, parents, teachers, schools, and anyone seeking a relaxing creative digital experience.

47 Thermologic AI

Maktab Sains Paduka Seri Begawan Sultan

ThermoLogic AI is an Edge AI-powered adaptive environmental intelligence system designed to improve the safety, comfort, and independence of elderly individuals and people with limited mobility. Using computer vision and environmental sensors, the system monitors the user's surroundings in real time and automatically adjusts environmental controls such as lighting and temperature without requiring physical interaction. Powered by the Adaptive Care Engine (ACE), ThermoLogic AI processes data locally to ensure faster responses, enhanced privacy, and reliable performance, creating a smarter and more supportive living environment.

48 Turtle Guardian

Ma'had Islam Brunei

Turtle Guardian is a mobile conservation application designed to protect sea turtles in Brunei by enabling the public, volunteers, researchers, and conservation agencies to quickly report turtle sightings, nesting activities, injuries, and environmental threats. Key features include AI species identification, GPS-based turtle reporting, nest monitoring, emergency alerts, an interactive conservation map, real-time dashboards, educational resources, volunteer rewards, and cloud-based data storage. By improving data collection and communication, Turtle Guardian supports faster conservation responses, long-term monitoring, and better decision-making to improve sea turtle survival.

49 AquaBuddy

Sekolah Menegah Lambak Kiri

AquaBuddy is an automated sprinkler system designed to save time, water, and prevent plants from drying out when unmanned. It targets farmers, gardeners, and busy users. It uses solar power and Arduino-based timer to plant water automatically.

50 EcoQuest Borneo

Sekolah Menengah Pengiran Anak Puteri Hajah Rashidah Sa'adatul Bolkiah Lumut

6-12 years primary school students and teacher of primary school

51 ImanStudy

Sekolah Menengah Masin

ImanStudy is an all-in-one productivity and faith-based mobile application that helps students balance academic success with spiritual growth through smart planning, AI assistance, gamification, and daily prayer integration. ImanStudy is designed for secondary, sixth form, college, and university students, especially those seeking to balance their academic responsibilities with their religious commitments. It also supports parents and educational institutions in promoting students' productivity, well-being, and holistic development.

52 Vertical Solar Aquaponic Project

Sekolah Menengah Lambak Kiri

To construct a solar-powered vertical aquaponic with limited human power, involving aquamarine animal, plant and microorganism integration. Highly recommended for farmers who want more flexibility, environmentalists and interested customers. The features of the aquaponic is unique, constructed vertically to allow water to follow with gravity. The plants grow, using natural fertilizers produced by the fish wastes.

53 Electro gutter (Gutter generator)

Sekolah Menengah Masin

Harvesting power from the rain, converting current water current & produce current into a constant current target audience: Farmers, people who value green energy

54 JanganLupa

Sekolah Menengah Sayyidina Ali

An AI-enabled learning management system (LMS) for teachers, students and parents. The learning management system centralises all school-related operations and uses AI to enhance teaching and learning experiences. The AI-enabled system provides analytics and insights, automates tasks, personalise learning and improves communication across all stakeholders.

55 Permainan Tradisi Brunei

Maktab Sains Paduka Seri Begawan Sultan

Warisan Brunei: Traditional Games Collection is an educational and interactive web-based game designed to preserve and promote Brunei's traditional culture by digitally recreating games such as Congkak and Gasing. Users can play against the computer or other players while exploring a Game Library containing information about each game's history, rules, equipment, and cultural significance. With features such as multiple game modes, achievements, cultural galleries, and customisable settings, the platform combines entertainment and education to engage students, young people, families, teachers, and the wider community. It aims to keep Brunei's traditional games alive by making them accessible and appealing to younger generations.

56 Smell-Me-Not

Sekolah Menengah Perdana Wazir

A Smart Stability Cup For People With Cerebral Palsy - The Cup Has A Wide-Anti Slip Base, Two Easy-Grip Handles - A Lid To Prevent Spills - A Weighted Bottom To Keep It Stable - Vibration Sensor Or Led Alert

57 StudyKu

Sekolah Menengah Perdana Wazir

bruneian students can study, practice and ace their exams using a neat, interactive gamified digital platform. - used for students taking SPE or O levels - teachers can use color-coded folder for past papers sorted by subject/year

58 **Tales of Brunei**

Sekolah Menengah Pengiran Jaya Negara Pengiran Haji Abu Bakar, Kuala Belait

Potential audience such as gamers or any user online.

59 **UdiPro**

Sekolah Menengah Perdana Wazir

Portable device to hear music, reciting 'the modern tasbeeh', play educational games without using cell phone - similar to an ipad but with educaitonal games, customisable interface and can be clip on your shirt.

PESERTA
KATEGORI PENGAJIAN TINGGI
TERTIARY SCHOOL CATEGORY

KATEGORI UTAMA | MAIN CATEGORY

1 **PBeyond**

Politeknik Brunei

PBeyond is a web-based Internship Management System developed for the Industrial Linkage Division (ILD) of Politeknik Brunei. The purpose of the system is to digitalise and streamline the internship application and management process, replacing manual paperwork and spreadsheet-based workflows. The target users are students, ILD admins and participating companies. Key features include digital student profiles, internship application tracking, company quota management, student eligibility verification, role-based access control and communication between stakeholders. PBeyond improves efficiency, transparency, and accessibility throughout the internship process while reducing administrative workload and data duplication

2 **Healthy Worlds**

Universiti Teknologi Brunei

Healthy Worlds is a 3D motion-based educational game designed for children aged 6–12 to encourage physical activity while teaching important health topics. Developed for the Health Promotion Centre's Health Galleria, the game provides a more interactive alternative to traditional health education methods by allowing children to control the game using body movements without a keyboard, mouse, or controller.The game currently features two levels: Germs Go!, which teaches food safety, and Tobacco Trap, which focuses on anti-tobacco education. Designed for short, supervised sessions, Healthy Worlds combines exercise, learning, and play to make health education more engaging and enjoyable for children.

3 **AeroSense**

Universiti Teknologi Brunei

The product, Aerosense, is a complete package that comprises IoT and an app/webpage designed with the purpose of acting as an agricultural tracker for various crops across Brunei. Utilizing IoT technology such as sensors and controllers, data concerning the growth of plants can be managed, observed and studied. Intended to be used by farmers across the country, the product aims to provide an easier method of observing crops with accurate, real-time updates. The services provided in the product includes: real-time observation of pH, soil nutrient levels, water levels and temperature readings (which can be customised upon requirements), archive of past collected data for research purposes, AI overview, assistance and general machine learning capabilities for assisted information synthesis and weather tracking functionality for outdoor crop management.

4 **Phishalyze (AI Based Scam Message & Link Analyzer)**

Politeknik Brunei

Phishalyze is a free, AI-powered scam detection platform designed to protect Bruneians from phishing attacks, SMS scams, fraudulent phone numbers, and malicious URLs. It is especially aimed at elderly users and people who use mobile banking, online shopping, and messaging platforms.Key features include real-time scam scanning, AI risk assessment, plain-language explanations, image scanning through OCR, community scam reporting, an AI Safety Adviser chatbot, and statistics dashboards. The platform helps users identify potential scams quickly without requiring technical knowledge.

5 **Skillset - PB Field Assessment**

Politeknik Brunei

The PB Field Assessment System is a web-based platform developed for Politeknik Brunei to digitalize clinical field assessments for nursing and allied health students. It enables students to complete electronic logbooks, record clinical activities and track learning progress, while supervisors can review, verify and assess performance online. Administrators manage users, assessment templates and system records through a centralized platform.

6 **Rethink AI**

Sekolah Tinggi Arab Hassanal Bolkiah

Rethink AI is an AI-powered mobile application that helps users make smarter and more sustainable decisions about unwanted items. Instead of simply throwing things away, users can scan items to identify them and receive recommendations to reuse, repair, donate, sell, recycle, or upcycle them. Key features include an AI Smart Waste Scanner, sustainability recommendations, upcycling ideas, nearby selling and donation locations, recycling guidance, multiple-item recognition, environmental impact tracking, eco-tips, and scan history. The app also rewards positive environmental actions through eco-points, encouraging students and communities to reduce waste, increase recycling, and build more sustainable habits.

7 **Natural Disaster Monitoring Portal (NDMP)**

Universiti Teknologi Brunei

This product is a centralised, web-based management dashboard tailored to the operational needs of NDMC (National Disaster Management Centre). Its purpose is to replace fragmented manual processes of using WhatsApp messages, spreadsheets and, phone calls instead with a single centralised system. The system integrates disaster logging, geospatial mapping, alert management, evacuation centre monitoring, inventory tracking, and weather-based reporting into a single unified platform. Built using the Laravel framework and underpinned by a relational database, the dashboard enables authorised personnel to log and manage disaster records in real time/ daily, visualise incident locations on an interactive map of Brunei, and generate structured reports for analysis and documentation. It will mainly be use by NDMC operations staff, district emergency coordinators, and government administrators.

8 **S.O.S smart safe**

Sekolah Tinggi Arab Hassanal Bolkiah

S.O.S (Safety On Screen) is a smart emergency assistance application designed to help users quickly access help during emergencies especially Students, Elderly people, Women and children, Tourists and travelers, Individuals living alone, People with disabilities, the general public who want added personal safety and security .The app aims to improve personal safety by providing instant communication with emergency contacts, emergency services, and nearby helpers. It also helps users stay prepared through safety tools and real-time emergency support.Not only that the apps also shows current natural disasters and accidents for they to stay alerts and aware to go nearby plus AI-powered sprinkler system uses smart detectors and cameras to identify fire locations accurately. Instead of spraying water across the entire area, it automatically focuses water directly on the fire, reducing water waste and improving firefighting efficiency and for the alarm system can be activated using this apps. Key features include One-Tap S.O.S Alert, Live Gps Tracking, Voice activated SOS,AI emergency assistance, Emergency medical profile, Safe route finder, nearby helper network, Disaster safety Alerts ,Offline Emergency mode, Tourist assistance features ,AI fire detection,water conservation ,rapid response,mobile app monitoring ,backup power system.

9 **FPV TwinAI**

Universiti Brunei Darussalam (UBD)

FPV TwinAI is an immersive renewable energy platform that combines AI, Digital Twin technology, and Virtual Reality (VR) to monitor, analyze, and predict the performance of Floating Photovoltaic (FPV) systems. Using historical data from the UBD FPV research installation, users can explore a realistic virtual environment, inspect individual solar panels, review system performance, and run safe "What-If" simulations based on different irradiance, temperature, and panel-tilt conditions.Designed for researchers, solar operators, utility companies, government agencies, universities, and engineering students, FPV TwinAI supports training, education, performance evaluation, and decision-making. The platform runs on the Meta Quest 3S, with on-device AI allowing fast, portable, and cloud-independent predictions, while its architecture can support future real-time FPV monitoring

10 **BruDMS**

Politeknik Brunei

A centralized web based Report and managing system about drainage in Brunei Darussalam

11 **Smart Recycle Sorting Bin | BinSync**

Laksamana College of Business

public, household

12 **ClearSpace:Wellness Application**

Laksamana College of Business

The purpose of the product to raise awareness on mental health and provide emotional care by self reflection. This application is for Android users that is capable of using technology. The prime feature of this application is the AI integrated application for casual conversation as a tool to provide support and emotional awareness.

13 **ARchive Brunei**

Laksamana College of Business

Purpose of the products are for Year 9 students learning History of Brunei. AR 3D visualization, games quizzes to make learning more engaging.

14 **Ranger-Centered Decision Support System for Estimating Agarwood Harvest Age**

Universiti Teknologi Brunei

The Ranger-Centered Decision Support System (RCDSS) is an AI-powered mobile-friendly web application designed to assist forest enforcement rangers in Brunei Darussalam in estimating the harvest age of agarwood (Aquilaria species) seized in illegal logging cases. Rangers in the field record visual and physical indicator scores for confiscated agarwood samples, and the system's machine learning model instantly predicts the harvest age class (0–7 days, 8–30 days, 31–90 days, or 90+ days) along with a specific day estimate and confidence score. The primary users are forest rangers and enforcement officers under Brunei's forestry authority. Key features include: ML-based harvest age prediction with explainability (feature importance), case management with GPS mapping, offline functionality, multi-ranger scoring sessions, PDF export, and a supervisor review dashboard.

15 **PB Education Journey**

Politeknik Brunei

EduJourney is a web-based academic pathway recommendation and application management system developed for Politeknik Brunei. The system helps students identify suitable programmes based on their academic results using OCR technology and an intelligent recommendation engine. It also streamlines the application, tracking, and appeal process within a single integrated platform. The target users are applicants, managers, and administrators involved in the admissions process.

16 **Vytal**

Politeknik Brunei

Vytal is a gamified health management mobile application built for people living with chronic diseases such as diabetes and hypertension. The app brings medication tracking, daily health monitoring (blood pressure, blood sugar, heart rate, sleep, hydration), AI-powered health insights, and a rewards-based motivation system into a single platform. The target audience is adults aged 18–50 in Brunei who are diagnosed with or at risk of diabetes or hypertension and currently track their health inconsistently or not at all. Key features include camera-based medication scanning with smart reminders, AI-driven health risk detection and pattern analysis, a food scanner for nutrition tracking, a one-tap SOS emergency alert system, a community module for peer support, and a full gamification engine featuring daily quests, streaks, a leaderboard, and an avatar shop

17 **Airé**

Politeknik Brunei

Airé is a smart, web-based AI mental health chatbot designed to provide accessible emotional support for individuals facing difficult times, particularly students and young adults. It offers a safe and convenient space for users to express their feelings, track their emotions, and practice self-care.Key features include AI chatbot interaction, mood tracking, daily journaling, a pet growth system with points, self-care activities such as breathing and grounding exercises, daily words of affirmation, and access to support hotlines. Airé aims to help users manage emotions, reduce stress, and feel less alone during challenging periods.

18 **Brufit B-Run**

Politeknik Brunei

B-Run is a Brunei-first mobile fitness platform developed by BruFit to support a healthier, more digitally connected society through outdoor running and trekking. Designed for fitness enthusiasts, outdoor adventurers, and the wider community, B-Run digitalises the outdoor fitness experience by integrating local trail discovery, GPS navigation, offline trail access, real-time weather updates, activity tracking, and community engagement into a single platform.

19 **NexGen EcoCycle**

Sekolah Tinggi Arab Hassanal Bolkiah

NexGen EcoCycle is a mobile app developed to help students, households, businesses, government, recycling operators to solve low recycling rates, poor waste segregation, environmental pollution, lack of public awareness, limited data for monitoring and separate waste from wastage.

The product enables users to bring awareness to reduce relying on landfill waste, reusing the recycling materials, in addition, points are rewarded for every recycling materials detected.

20 **EduPath**

Laksamana College Of Business

EduPath is an AI-powered mobile application designed to provide a highly personalized and progressive study environment for high school students in Brunei. Currently focused on O Level Biology, the platform bridges the gap between passive study habits and effective learning by categorizing educational materials by topic and cognitive difficulty. Powered by the Gemini large language model, it features real-time essay grading, AI-generated practice questions, and step-by-step adaptive feedback. Ultimately, by tracking performance and offering structured question progression, EduPath helps students master core concepts for their examinations while serving as a time-saving centralized repository for educators.

21 **StudyMuse**

Sekolah Arab Tinggi Arab Hassanal Bolkiah

StudyMuse is a mobile app developed to help mainly students solve their feelings of stress & anxiousness. The product enables users to generate quotes based on their preferences. Key features include specific quote generation , quote collection and daily quote reminder. The app aims to improve students mental health by providing them a more accessible way to get help & a mood boost.

22 **AR Alphabet & Phonics Trainer**

Laksamana College of Business

The AR Alphabet and Phonics Trainer is an educational mobile application designed to help children aged 4–6 years old learn English alphabets and phonics in an interactive way. The main users are preschool children, parents, and early childhood educators.

The application features augmented reality (AR) letter visualization, phonics pronunciation, tracing activities, quizzes, and interactive learning modules. It aims to make early literacy learning more engaging, fun, and effective compared to traditional methods.

23 **Just Du-it**

Politeknik Brunei, School of Information and Communication Technology

Just Du-it is a gamified personal finance mobile app designed to help young adults and working professionals in Brunei develop healthier financial habits through budgeting, saving, and expense tracking. The app uses localized tools such as BND currency and the SPK retirement scheme, combined with social features and gamification to make financial management more engaging.Key features include Money MBTI for personalized financial profiling, Shared Savings Goals for collaborative saving, an SPK Retirement Calculator, Meowney AI for financial guidance, a Personalized Guardrail System for tailored financial reminders, and a gamification system with missions, badges, streaks, XP, leaderboards, and rewards.

24 MUMTAZ GO

Sekolah Tinggi Arab Hassanal Bolkiah

Mumtaz Go is a mobile app developed to help students that are sitting for pra stpub and stpub exams the product enables users to help students strive for their upcoming exams key features include artificial intelligence (AI), mindmaps , streaks (to build good study habits by motivating students to learn everyday) the solution aims to improve students learning experience by providing easy access to educational resources, progress tracking and interactive learning tools.

25 FireGuard AI

Sekolah Tinggi Arab Hassanal Bolkiah

FireGuard AI is an AI-powered fire detection and monitoring system designed to provide early warnings for fire outbreaks in homes, schools, shops, public places, and open spaces. Using cameras and AI, it detects fire and smoke, monitors incidents in real time, and alerts users so they can respond quickly.Key features include AI fire and smoke detection, live camera monitoring, real-time notifications, Brunei Google Maps integration, fire risk prediction, incident history, multi-location management, emergency alerts, and automated sprinkler, gas, and electricity shut-off systems. FireGuard AI aims to reduce false alarms, minimize fire damage, improve response times, assist firefighters, and prevent fires before they become more serious.

26 XINU: ColourCue

UBD x UTB

ColourCue is an AI-powered emotional recognition and communication platform designed to help neurodivergent individuals, particularly children with Autism Spectrum Disorder (ASD), better understand and express emotions. It uses facial expression, speech, and text emotion recognition to provide real-time emotional insights.The platform also includes emotion mascots, visual cues, interactive learning activities, personalised emotion journals, progress tracking, and tailored recommendations. ColourCue aims to improve emotional literacy, communication, empathy, and independence while supporting caregivers, educators, and therapists.

27 Agriculture Now

Maktab Sains Paduka Seri Begawan Sultan College

Project Demeter: Agriculture Now is an AI- and IoT-powered smart farming platform designed to help Bruneian farmers improve crop management, productivity, and sustainability. It combines Persephone, an AI assistant for crop and disease detection, with HADES, an IoT device that monitors soil moisture, temperature, humidity, and light levels in real time.The platform provides AI crop and disease detection, environmental monitoring, localized farming recommendations, bilingual support, and a user-friendly mobile app. By making smart farming more affordable and accessible, Project Demeter aims to improve food security, resource efficiency, and agricultural sustainability in Brunei.

28 Smart Cart

Maktab Sains Paduka Seri Begawan Sultan

Smart Cart is an RFID-powered smart shopping system designed to make supermarket shopping faster, easier, and more convenient by eliminating manual barcode scanning and reducing checkout queues. The system automatically detects products and calculates the total cost in real time.Key features include RFID-based automatic product detection, real-time cost calculation, an ESP32-powered system, basket tracking for security, and potential cashless payment integration. It benefits both customers through a smoother shopping experience and retailers through improved basket management and reduced losses.

29 RainCharge

Maktab Sains Paduka Seri Begawan Sultan

The system is a smart hydroponic solution that combines rooftop rainwater harvesting, AI-powered automation, and renewable energy harvesting to support sustainable food production. Rainwater collected from rooftop PVC drainage pipes is filtered and stored before being supplied to the hydroponic system. Sensors continuously monitor pH, electrical conductivity (EC), temperature, and water level, while AI analyses the data and automatically dispenses nutrients or pH solution using peristaltic pumps to maintain optimal growing conditions. The system also incorporates a triboelectric nanogenerator (TENG) that harvests small amounts of electricity from flowing rainwater for future low-power applications. The product is intended for households, schools, urban farmers, and small-scale agricultural users seeking an efficient, intelligent, and environmentally friendly farming solution.

30 KOTA

Maktab Sains Paduka Seri Begawan Sultan

The purpose of this product is to help and motivate students on their studies. This is especially aimed at students who struggles with their learning and cant afford tuitions. It is also Brunei based, meaning the student portals are local and are easier to interact with.

31 Petani

Universiti Brunei Darussalam

An Intelligent farming system that monitors soil nutrients and automatically deliver the right amount of fertilizer to improve crop growth and efficiency. It also uses IoT to monitor and manual control of the water pump and valves of N, P, K fertilizers.

32 Cradle Comfort

Maktab Sains Paduka Seri Begawan Sultan

BabyWeCare is an AI-powered smart baby mattress that helps caregivers understand why a baby is crying by combining cry classification, temperature monitoring and a mobile application. The system targets parents, caregivers and childcare centres, providing real-time monitoring, guidance, alerts and historical records to support faster responses while reducing caregiver stress and improving infant care.

33 AgroVital Home

Maktab Sains Paduka Seri Begawan Sultan

AgroVital is a smart plant monitoring and automated watering system designed to help users maintain healthy plants by predicting water stress before plants wilt. It uses real-time sensor data, particularly soil moisture, to determine plant conditions and automatically activate watering when necessary.The system is designed for home gardeners, beginner plant owners, students, and small-scale growers. Key features include water stress prediction, automated watering, a mobile app, AI chatbot, interactive plant pet, garden diary, and plant analytics, making plant care more convenient, reliable, and water-efficient.

34 Traffix

Maktab Sains Paduka Seri Begawan Sultan

Traffix is an AI-powered adaptive traffic management system that uses computer vision to detect and count vehicles in real time. Using a Raspberry Pi, camera module, and YOLO11 Nano, the system dynamically adjusts traffic signal timings based on current traffic conditions while displaying live traffic information on a dashboard. The intended users are traffic authorities, road management agencies, and city planners seeking a cost-effective solution to improve traffic flow and reduce unnecessary waiting times.

35 MICAS (Maktab Duli Innovation Creativity Assessment System)

Maktab Duli Pengiran Muda Al-Muhtadee Billah

MICAS+ is a web-based educational platform designed to help teachers objectively assess students' creativity using artificial intelligence. It targets primary, secondary, and tertiary educators and students, while also benefiting school administrators and curriculum developers. Key features include AI-assisted creativity scoring based on the four TTCT dimensions (Fluency, Flexibility, Originality, and Elaboration), quiz creation, classroom management, learning analytics, automated progress tracking, and performance dashboards.

36 Monkey place

Politeknik Brunei

Monkey Pace is an interactive arcade-based reaction training system designed to improve reaction speed, focus, decision-making, and hand-eye coordination through fun mini-games. It combines Raspberry Pi, Arduino, and a web platform to create an engaging experience for entertainment, education, and rehabilitation.The system is aimed at children, teenagers, students, and individuals undergoing physiotherapy or hand rehabilitation. Key features include four reaction-based mini-games, physical arcade controls, user profiles, performance tracking, leaderboards, achievements, and daily challenges, helping users develop their cognitive and motor skills while tracking their progress.

37 Muhasabah App

Universiti Islam Sultan Sharif Ali

It aims to promote muhasabah (self-accountability) by merging Islamic remembrance with modern digital journaling, inspiring users to maintain a spiritually mindful lifestyle.

38 Assetra

Politeknik Brunei

NFC Asset Management System is a digital asset tracking and inventory management solution designed to reduce manual paperwork and human errors while improving asset accountability. It allows organizations to monitor and manage their assets efficiently through NFC technology.The system is targeted at SMEs, schools, institutions, operations managers, storekeepers, and asset administrators. Key features include NFC-enabled asset tracking, borrowing and return management, real-time asset status monitoring, asset history and reporting, a centralized inventory dashboard, and automated record keeping.

39 EstateTech

Laksamana College of Business

EstateTech is an AI-driven mobile real estate platform designed to modernize and centralize Brunei's property market. It provides users with a more personalized and immersive way to discover rental and property purchase options, replacing fragmented browsing through social media posts and group chats.The platform serves property seekers, landlords, and real estate agents. Key features include an AI-powered property recommendation engine, TikTok-style property discovery, 360° virtual tours, personalized listings based on budget and interactions, and real-time communication with voice notes and booking management.

40 Sahib Al-Quran

Universiti Islam Sultan Sharif Ali (UNISSA)

Sahib Al-Quran is a dedicated hardware device designed to assist users in memorizing Surahs from the Al-Quran using the spaced repetition technique. Purpose: To support Quran memorization through a low-power, standalone device without needing internet or smartphones.

41 Smart IoT Car Parking System

Laksamana College of Business

The Smart IoT Car Parking System is a prototype developed to demonstrate how Internet of Things (IoT) technology can improve parking management. Using a miniature parking model and Hot Wheels vehicles to simulate real-world conditions, the system detects parking space occupancy through IR sensors and provides real-time parking availability information through a mobile application. The prototype also includes automated gate control using a servo motor. The intended users are drivers, parking operators, shopping malls, universities, hospitals and commercial facilities seeking more efficient parking management solutions. Key features include real-time parking monitoring, mobile accessibility, automated gate operations, and cloud-based data management.

42 SignaVoice Glove

Universiti Brunei Darussalam

Many people are interested in learning sign language, but access to interactive and engaging learning tools remains limited. Although Brunei supports inclusive education for deaf and hard-of-hearing individuals, sign language is still not widely taught as a mainstream subject in most schools, resulting in limited exposure and awareness among students. SignaVoice addresses this challenge by providing an interactive wearable learning platform that uses real-time gesture recognition and feedback to support sign language education. The system can be used in schools as a supplementary learning tool to help students develop basic sign language skills while promoting inclusivity, awareness, and effective communication from an early age in.

43 EcoTani

Politeknik Brunei

To promote sustainable living by for the public especially eco-conscious individual and improve decision making before buying a product by providing a comprehensive environmental report. Key features include: barcode scanning, greener alternative and gamification (points and rewards)

44 Smart Self Checkout Trolley

Politeknik Brunei

In response to the growing need for a more sustainable and efficient retail experience, our concept introduces the Smart Self-Checkout Trolley—a solution designed to eliminate the chaos of long queues and manual scanning in hectic supermarkets. As customers place items directly into the trolley, built-in technology automatically detects each product, displaying its name, quantity, and price on an integrated iPad screen without any need for individual scanning. Once shopping is complete, payment is made seamlessly via card directly on the trolley, while cash transactions are still directed to traditional counters, significantly reducing bottleneck queues. A digital receipt is then sent instantly via email or SMS, cutting paper waste and streamlining the entire journey. This approach not only saves time and reduces customer frustration but also contributes toward a sustainable tomorrow by lowering energy use at checkout, minimizing paper receipts, and creating a more fluid, low-stress retail environment.

45 Travel Planner Brunei App

Institute of Brunei Technical Education (IBTE)

The target audience includes tourists visiting Brunei, local residents exploring the country, and anyone looking for a simple way to organize their travel plans.

46 AquWatch

Politeknik Brunei

Client

47 GasWatch IoT: Pemantauan Gas Secara Pintar

Institute of Brunei Technical Education (IBTE)

The purpose of the GasWatch IoT: Pemantauan Gas Secara Pintar is to improve safety by detecting gas leaks in dangerous or hard-to-reach areas. The robot allows users to inspect an area remotely using wireless control and live camera monitoring. This reduces the need for humans to enter unsafe or hazardous environments. This project also supports the Sustainable Development Goals, especially SDG 3: Good Health and Well-being, by reducing human exposure to dangerous gas leak areas, and SDG 9: Industry, Innovation and Infrastructure, by using IoT, sensors, mobile control, and real-time monitoring to improve safety inspection.

48 Amanah

Cosmopolitan College Brunei

Amanah is one of my current project that are built for a mobile application, to support the general public in Brunei, the emergency responders who assist them, during the urgent and emotionally difficult period following a death. The current working prototype includes a Home Dashboard with quick access to all planned services, and core navigation between feature pages. The Cemetery Map, built on OpenStreetMap, is functional and displays an interactive live map, refinement of pin styling and additional cemetery data is ongoing. Possible improvement with upcoming features include Emergency Help (one-tap access to religious authorities, hospitals, police, and fire/rescue), a Mosque Directory with contact details and operating hours, a Funeral Guide outlining Islamic funeral procedures step-by-step, and a Checklist to ensure no religious or administrative obligation is missed. By eventually serving both grieving families and the responders who support them, Amanah aims to reduce delays and confusion at a moment when speed and clarity genuinely matter, Islamic funeral rites in Brunei are traditionally expected to be carried out quickly, often within 24 hours.

PESERTA
KATEGORI AWAM DAN KERAJAAN
PUBLIC AND GOVERNMENT CATEGORY

KATEGORI UTAMA | MAIN CATEGORY

1 **INSPIRE**

E-Government National Centre

Prior to the introduction of the INSPIRE Portal, EGNC shared services applications were executed separately, creating siloed operations. A high dependency on manual forms and manual escalation methods not only hindered operational efficiency but also complicated real-time monitoring and increased the risk of breaching the Tekad Pemedulian Orang Ramai (TPOR). Concurrently, the absence of a digital product development platform delayed the time-to-market for the delivery of government digital products.

2 **Workforce Insight Dashboards**

Public Service Department (PSD)

This product is a suite of Business Intelligence dashboards developed in Microsoft Power BI that provides the Public Service Department (PSD) with a live view of Brunei's civil service workforce.

3 **Medal Tracking and Event Services**

Department of Information and Communications Technology, Ministry of Education

The Medal Tracking & Event Services Platform is a comprehensive digital solution developed to streamline the management of sporting events, tournaments, and competitions. The platform enables organizers to manage athlete registrations, event schedules, competition results, and medal tallies through a centralized system. It provides real-time updates of medal standings and leaderboards, allowing athletes, officials, media personnel, and spectators to access accurate competition information instantly. The platform is designed for government agencies, sports associations, educational institutions, corporate organizations, and event management companies seeking a reliable and efficient event management solution.

4 **Tourism Information Management Systems (TIMS)**

Tourism Development Department

TIMS (Tourism Information Management System) is Brunei Darussalam's first integrated tourism data management platform designed to digitalise and automate the entire tourism data lifecycle—from data collection and processing to analytics, reporting and dissemination. It serves as a single source of truth for tourism data, supporting evidence-based policy formulation, strategic planning and tourism industry development.

5 **3MS: Mursyid Mustarsyid Management System**

Universiti Islam Sultan Sharif Ali (UNISSA)

3MS (Mursyid-Mustarsyid Management System) is a web-based mentoring management platform developed for Universiti Islam Sultan Sharif Ali (UNISSA). The system digitalises the mentoring process between academic staff (Mursyid) and mentees (Mustarsyid), replacing manual and paper-based supervision workflows. Key features include KPI tracking with progress monitoring, appointment scheduling with calendar integration, structured discussions with shared/private thread options, monitoring session timelines, automated deadline reminders, and in-app and email notifications. The primary users are academic lecturers serving as Mursyid and their assigned Mustarsyid, with administrators managing pairings, user approvals, and system settings.

PESERTA
KATEGORI PERKHIDMATAN PENGGUNA DAN PERNIAGAAN
CONSUMER AND BUSINESS SERVICES CATEGORY

KATEGORI UTAMA | MAIN CATEGORY

1 **MyDST SuperApp**

Datastream Digital

MyDST brings Brunei's everyday digital needs into one trusted, regulated application telco, payments, commerce, bills, insurance and government-linked services replacing a dozen disconnected apps and counter queues. It saves people time, helps local merchants get paid, and moves the nation toward a cashless, financially inclusive digital economy in line with Wawasan Brunei 2035 and the Digital Economy Masterplan 2025.

2 **AI Kitani - Brunei LLM**

TechBru Solution (B) Sdn Bhd

AI Kitani is, to our knowledge, the first Brunei-focused large language model: TechBru Solution's AI model plus a live community platform at aikitani.com where Bruneians validate and author its training data.

3 **DocuSleeve**

DeepLynx.ai Technologies

DocuSleeve is an AI-powered Document Management System that captures, understands, secures, searches and retains an organisation's documents and records, backed by a tamper-evident, signed audit trail. It eliminates manual data entry through self-learning AI auto-indexing, makes every page, video and audio recording searchable in multiple languages, and provides built-in evidence for ISO 9001:2015 and ISO/IEC 27001:2022 audits.Deployment is the customer's choice (fully on-premises, single-tenant managed cloud, or hybrid) and in every model the data and AI run on dedicated, customer-controlled infrastructure with no third-party tenancy.

4 **E-Membership Loyalty Programme**

Digital Hive

A digital customer loyalty and membership platform that helps businesses increase customer retention and engagement. It enables businesses to manage memberships, rewards, promotions, and customer data through a simple, user-friendly system. Suitable for cafés, restaurants, drink shops, beauty salons, spas, gyms, car washes, and retail businesses, Digital Hive supports business growth by improving customer relationships and marketing effectiveness.

5 **AI PhoneBook Enterprise**

BRU SOLAT TECH

PhoneBook Enterprise is Brunei's first AI-powered government contact directory. It combines DeepSeek AI semantic search, WhatsApp business export suite, and government protocol fields into a single Progressive Web App installable on any device. Built with .NET 10 Blazor WebAssembly and Clean Architecture, it solves the fragmented contact management problem faced by every government ministry in Brunei.

6 **TekyAgent AI ERP The Core Suite**

Tekydoct Sdn Bhd

TekyAgent AI ERP is an "agentic ERP" platform that unifies HR, payroll, recruitment, project management, internal communication, learning, and analytics into one system, with a permission-aware AI agent ("Teky Agent") layered across every module. Rather than just storing data, the AI agent can answer questions, build charts, and take actions in plain language, all within each user's existing access permissions and fully audited. The core modules are HR & People, Payroll, Employee Self-Service (ESS), Recruitment, Projects & Tasks, Communication, Learning (LMS), and Analytics, with Finance & Accounting, Sales & CRM, Procurement, Vendor Management, Service Desk, Inventory & Warehouse, Supply Chain, Asset Tracking, Field Service, and Marketing listed as modules coming soon. The intended audience is organizations, from startups to enterprises, that currently run HR, payroll, hiring, and project operations across scattered, disconnected tools and want

a single source of truth instead. Within that audience, the brochure specifically highlights HR managers and admins (employee records, attendance, leave approvals), payroll officers (multi-currency, multi-entity pay runs with statutory deductions), recruiters and hiring managers (AI-scored applicant pipelines), employees themselves (self-service portal for payslips, leave, learning), project leads (boards, milestones, time tracking), and company leadership (cross-module analytics dashboards in plain-language Q&A form).

7 **Digital Prayer Time V2**

BruSolat Tech

Digital Prayer Time V2 is a comprehensive, AI-powered Islamic lifestyle platform built specifically for the Muslim community of Brunei Darussalam. It goes beyond basic prayer times by integrating an AI assistant, real-time moon sighting broadcasts, a Qiblah compass, and unique social sharing tools designed for Brunei's WhatsApp-centric culture.

8 **Duraka**

Pixelated Enterprise

Duraka is a 2.5D MOBA game developed by Pixelated Enterprise, created to deliver an original Brunei-made competitive gaming experience with potential for esports and regional market expansion. The game is aimed at casual and competitive gamers, youth, students, esports communities, and players who enjoy team-based action and strategy games. Its key features include original playable characters, strategic character abilities, team-based battle mechanics, competitive arena gameplay, and an accessible visual style. Duraka highlights Pixelated Enterprise's capability in game design, character development, gameplay systems, and original intellectual property creation.

9 **Tazrah Mobile App**

Tazrah Digital Sdn Bhd

Tazrah is a Brunei built Quran learning app with the tagline "Recite Quran with Confidence." It helps Muslims practise recitation, improve tajwid, build a consistent Quran habit, and receive guided feedback through AI supported practice and MUIB certified asatizah review. The app is designed for adults, working professionals, students, parents, muallaf, and families who want a flexible and trusted way to learn and improve their Quran reading. Key features include Murajaah AI for recitation practice, submission of recitation to certified asatizah, structured learning from Iqra, Tahsin to Tajwid, Quran habit tracking, khatam tracker, prayer guide, qibla, tasbih, and family based learning. Tazrah's principle is clear: AI supports practice, but it does not replace talaqqi, teachers, or qualified religious guidance.

10 **Company Brain**

MSCB Technologies

Company Brain is a web app that turns scattered operational knowledge into structured, human-reviewable issue packs.

11 **Night Of the Skewered**

Individual Participant

Purpose: To deliver a tense, unique survival horror , and restaurant management gameplay experience globally.
Audience: Global PC gamers, horror genre enthusiasts.
Features: Single Player, First Person, Unique dialogue, Hectic 3D platforming, restaurant management (grilling/serving customers), dark atmosphere, and an unfolding psychological mystery.

12 **ComPlyot**

Nitro Security

The ComPlyot app is essentially a digital "Cyber Hygiene" Checklist. An AI-powered cybersecurity governance, risk and compliance (GRC) tool to assist small and medium organizations assess their compliance with foundational CIS safeguards through a user-friendly dashboard.

13 **BebasWork**

BebasWork Enterprise

Bebaswork is a digital freelance marketplace designed to connect skilled freelancers in Brunei with individuals and businesses seeking services. Its purpose is to simplify the hiring process, promote local talent, and provide flexible income opportunities while supporting the growth of the gig economy in Brunei.

14 **Parallel Sessions System (PSS)**

Mohamad Afifi Hidayat bin Nordin

The Parallel Sessions System (PSS) is an integrated digital management solution specifically engineered to streamline the logistics and participant flow of large-scale academic seminars or conferences. Designed to mitigate the complexities of multi-track events, the system ensures seamless coordination across high-volume venues.The system is primarily designed for event organizers, seminar secretariats, and university or ministry administrators.

15 **PDP (Personal Data Protection) Central**

Matter Digital Technology

PDP Central is Brunei's first dedicated Software-as-a-Service (SaaS) compliance platform purpose-built to help organisations comply with the Personal Data Protection Order 2025 (PDPO). The platform simplifies what is otherwise a complex, manual, and costly compliance process by providing an integrated suite of AI-powered tools accessible via web browser with no technical expertise required.

PDP Central serves all sectors and sizes of organisations in Brunei that are legally required to comply with PDPO from sole proprietors and micro-enterprises to SMEs, government-linked companies and large enterprises.

16 **Buzzle**

Lu'lu'a Digital Creative Services

Buzzle is a personal finance app that helps people track spending, scan receipts, and understand their money habits in a simple and friendly way.The product is made for young adults, couples, new families, students entering work, and everyday earners who want money management to feel easier and less stressful.Many people want to budget, but they find finance apps too hard, too manual, or too cold. Buzzle solves this by helping users record expenses, organise spending, and get simple insights that explain their habits. Core features include manual expense entry, receipt scanning, spending categories, wallet and currency tracking, daily diary records, receipt item breakdowns, and AI-assisted spending insights.Buzzly, our AI financial companion, helps users understand what happened with their money, why it may have happened, and what they can do next.Buzzle is currently at MVP/ beta stage and is being prepared for early users through a freemium launch.

17 **Haus of Nahkya**

Haus of Nahkya and Co.

A fashion technology platform that bridges digital creativity and physical craftsmanship, allowing users to co-create personalized textile designs through an interactive digital colouring experience.The platform allows users to explore, customise and colour their own textile designs digitally before transforming their creations into premium scarves or fabrics. Through an interactive online interface, users can select from curated artistic patterns, experiment with colours, add personalized elements such as monograms and create a unique piece that reflects their individual identity.

18 **Athena: Baiduri Bank's Integration Fabric**

Baiduri Bank Sendirian Berhad

Athena is Baiduri Bank's 100% locally developed banking integration fabric, built to connect the Bank's legacy systems, core banking environment, digital platforms and external partners through a unified, secure and modular architecture.

19 **PDPO.Ai**

PDPO.ai

All-in-one platform for Brunei businesses to comply with PDPO, 2025.

20 **URUS**

INTELSYS TECHNOLOGY

URUS is an all-in-one digital super app and ecosystem that connects users, merchants, drivers, personal shoppers, and service providers through a single platform. It integrates transportation, food delivery, shopping, errands, professional services, digital payments, and real-time tracking to simplify daily life. URUS empowers local businesses and entrepreneurs by creating new digital opportunities while building a connected and sustainable local digital economy.

21 **Slidik**

Grominda

SLIDIK is a Brunei-born, mobile-first survey and insights platform that makes data collection rewarding for everyone involved. It serves organisations — government agencies, corporations, universities, NGOs, and SMEs — needing fast, reliable local data, and respondents who earn real rewards for honest feedback through local merchants. Core features include three tiered survey formats (Rasa, Kaji, Selidik), Detik — a daily one-question moment building community insight — and Suara, an AI-powered space where users voice feedback naturally while AI structures it into usable data. AI-generated insight summaries, powered by the Claude API, turn raw responses into decisions, positioning SLIDIK as trusted insights infrastructure for Brunei and beyond.

22 **Usaha2Rezeki BoardGame**

Affordable BN Services

Usaha2Rezeki Financial Literacy Workshop is an interactive, game-based financial education programme designed to help students, working professionals, families, and organisations develop practical money management skills, financial confidence, and better decision-making through real-life financial simulations. Using a Brunei-centric

board game, participants learn by experiencing realistic financial scenarios in a safe environment, with a strong focus on building positive financial habits and mindset before applying practical strategies. Unlike traditional lecture-based or sales-driven financial education, the workshop offers experiential learning, reflection, and discussion in a product-neutral environment, enabling participants to confidently apply budgeting, saving, debt management, and financial planning skills in their everyday lives.

23 BodyTrack

SOUL CAT Entertainment Sdn Bhd

BodyTrack is an AI-powered, markerless motion capture software tailored specifically for indie game developers, filmmakers, and content creators. It eliminates the need for expensive tracking suits or specialized hardware by allowing users to capture body animations in real-time using standard consumer RGB cameras.

24 PRTO

PRTO

PRTO is a web-based productivity tool built around four views: Areas, Things, Prioritise, and Focus. The workflow lets users organise work into hierarchical Areas and Things, then drag items into Top 20% and Top 3 priority columns to surface daily focus items. The current target audience is professionals managing complex projects who need a clearer way to decide what to work on first.

PESERTA
KATEGORI PERKHIDMATAN MASYARAKAT DAN KEIKUTSERTAAN
INCLUSION AND COMMUNITY SERVICES CATEGORY

KATEGORI UTAMA | MAIN CATEGORY

1 **Outr**

Imagine Sdn Bhd

Outr is a mobile app (iOS and Android) built to make everyday cycling, running, and walking safer. Outr exists to spread awareness around road safety and help users move through their community with confidence. Instead of each user being invisible and on their own, Outr lets users see one another in real time, warn each other about dangerous spots, and build a shared, constantly updated picture of road and route conditions.

2 **IstiqamahBN**

Muhammad Fauzan Haji Salleh

Waktu Solat is a comprehensive Islamic companion app designed for Muslim users across Southeast Asia, bringing together essential tools for daily religious practice into a single, locally-tailored platform. The app addresses a gap in the market for a regionally-accurate Islamic utility app — one that uses official, authoritative prayer times from recognised religious authorities rather than generic calculations. By sourcing prayer schedules directly from MUIS (Singapore), JAKIM (Malaysia), and Kemenag (Indonesia), the app ensures accuracy and alignment with each country's official religious practice, helping users fulfil their daily obligations with confidence.

3 **RA EDUSUITES**

RIDHWAN AHAD

RA EduSuites is an AI-powered education platform built by a teacher for teachers to simplify lesson planning, content creation, assessment design, and classroom preparation. The product is designed to help educators save time, reduce repetitive workload, and produce structured, classroom-ready materials more efficiently. Its target users are teachers, educators, tutors, and schools who need practical digital tools for daily teaching tasks. RA EduSuites offers a comprehensive suite of features including lesson planning, advanced lesson customization, weekly planning, quiz generation, differentiated learning support, notes creation, worksheets, slides, infographics, diagrams, classroom live activities, and interactive assessments. It also includes a Knowledge Base that supports grounded AI generation, helping outputs become more relevant and aligned with curriculum materials. Overall, RA EduSuites functions as a complete teacher-focused AI workspace that transforms ideas into ready-to-use teaching resources quickly and effectively.

4 **Care4u**

CogniCare Technology

Care4U is an innovative, data-driven educational diagnostic platform designed to revolutionize early intervention for students facing learning challenges, particularly Dyslexia. Its primary purpose is to transform traditional remedial workflows into an objective, interactive ecosystem by precisely measuring cognitive reading response latencies and isolating phonological processing blocks in real time.

5 **Better Bus Brunei**

Brubah

Better Bus Brunei is a digital layer for Brunei's public bus network. Let any rider find which bus to take between two points in seconds and crowd-source the missing ground-truth data (exact stop locations, physical pole codes, shade availability, photos) that no publicly existing dataset currently captures.

6 **TRT Application**

Type Right Management & Services

Type Right Typing (TRT) is a comprehensive digital platform that modernizes how typing skills are taught, practiced, assessed, and managed. It is designed for students, instructors, schools, training centres, organizations, and public-sector training environments that require structured typing learning and standardized assessment. TRT integrates four core modules: Tutorial Application, Online Practice Application, Examination Application, and Administration Application. Key features include structured lessons, level-based practice passages, automatic calculation of words per minute, accuracy and error rates, immediate examination results, historical performance records, dashboard analytics, course and passage management, and customizable administrative controls. The product replaces slow paper-based workflows with a faster, more accurate, and more scalable digital process for typing education and certification.

7 **ChemBuddy Supreme+**

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ChemBuddy Supreme+ is an AI-powered Chemistry education platform purpose-built for Cambridge O Level Chemistry students in Brunei and the wider GCE curriculum region. It serves three audiences: students (aged 14–17) preparing for Cambridge examinations, teachers seeking data-driven class management tools, and parents wanting visibility into their child's academic progress.

8 **Intelligent Maqra'ah**

Intelligent Maqra'ah

Intelligent Maqra'ah is an AI-powered multisensory and inclusive Quran learning platform developed to enhance the learning of Hijaiyyah letters, Quran pronunciation (Makhraj), Tajweed, and Quran recitation through personalized, interactive, and adaptive learning experiences. By integrating artificial intelligence with multisensory learning approaches, the platform aims to improve access to quality Quran education while supporting diverse learning needs and complementing the role of Quran teachers.

9 **Roots to fruits: Innovation Portfolio**

HIDAYAT FRAMEWORK ENTERPRISE

Roots to Fruits' is a web-based platform that guides students throughout their innovation journey, from developing ideas to completing projects, while promoting responsible and ethical use of Artificial Intelligence (AI). It is designed for students, teachers and mentors to manage projects, monitor progress and encourage continuous learning. Key features include team and project management, milestone and task tracking, evidence portfolio, mentor feedback, reflection journals, achievement badges and an AI Responsibility Tracker that helps students use AI responsibly throughout their projects.

10 **Pacemate**

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Pacemate is a community participation platform designed to help people build healthier lifestyles and stronger social connections through shared physical activities.

The platform enables users to discover activities, join or host group sessions, find compatible activity partners, and build accountability through community-driven participation. By focusing on real-world engagement rather than individual performance metrics, Pacemate encourages people from different backgrounds and experience levels to take part in active lifestyles together.

11 **EduGen Brunei**

Airient Enterprise

EduGen Brunei is a Brunei-focused, SPN21-aligned teaching assistant that converts a teacher's own materials (PDF/text notes, syllabus documents, past papers) into a complete, ready-to-deliver lesson pack in minutes.

Purpose: Reduce teacher preparation time while improving lesson quality and consistency, without sacrificing trust or curriculum alignment. EduGen supports differentiated teaching by generating materials at multiple ability levels.

12 **Wildwira Brunei**

Wildwira Brunei

WildWira Brunei is a free, bilingual (English/Bahasa Melayu) web map that helps the Brunei community learn about local wildlife and stay safe from wildlife-related dangers. It runs in two modes: an Eco-Tourism mode, where locals and tourists can explore real, geo-tagged wildlife sightings across all four districts — supporting Brunei's Visit Brunei Year 2027 nature-tourism goals and a Safety mode, which delivers public danger alerts for encounters with dangerous wildlife, including the real saltwater crocodile incident at Sungai Bera on 24 June 2026. The audience is twofold: the general public and tourists who want to responsibly discover Brunei's biodiversity, and residents of river-adjacent communities who need timely, accurate safety information. Key features include a live wildlife sighting map with 14 seeded species records, active danger alerts with direct FRD (995) and Wildlife Division emergency contacts, a bilingual interface, and a community reporting form so anyone can submit new sightings or alerts.

13 **Roadar**

Rubryx AI Enterprise

Roadar is a web app that lets Bruneian drivers report and view road hazards in real time (accidents, floods, potholes, debris, road works, road controls, and faded speed bumps). When a hazard is reported, other drivers see it instantly on a live map before they encounter it. Right now, road hazard information in Brunei travels through WhatsApp/Facebook/Tiktok forwards — late, unverified, and patchy. Roadar replaces that with a structured community map where anyone can report in under 10 seconds, confirm whether a hazard is still there, add photos, and share a clean link directly to their WhatsApp groups. It works on any phone or browser without needing an app store download, and includes flood depth tagging, severity colour coding, and context-aware emergency hotlines matched to each hazard type.

PESERTA
KATEGORI PERINDUSTRIAN
INDUSTRIAL CATEGORY

KATEGORI UTAMA | MAIN CATEGORY

1 **EssyLifes**

Seaga Corporation

Essylifes is an on-demand workforce platform that connects employers requiring urgent or temporary manpower with people seeking flexible and immediate income opportunities. Unlike a conventional job portal, Essylifes manages the complete work transaction: employer registration, job posting, worker matching, job acceptance, navigation, attendance confirmation, work completion, payment record and two-way ratings. Its target users include SMEs, students, jobseekers, freelancers, underemployed individuals, retirees and people seeking additional income. The platform is designed to convert available time and skills into verified, measurable and trusted work opportunities.

2 **TEKYDOCT WEIGHBRIDGE AUTOMATION**

TEKYDOCT SDN BHD

A fully integrated weighbridge automation system combining ANPR cameras, QR-based booking, real-time weight verification, and automated barrier control - engineered to eliminate operational delays and manual inefficiencies.

3 **Storder**

Mori Enterprise

Businesses who are looking to keep track of their deliveries on consignment and also to develop an automated order to be sent to the respective outlets

4 **Smart IoT Manhole Access Monitoring System**

Anian Sdn Bhd

It is an intelligent infrastructure monitoring solution designed to provide real-time detection of unauthorized or unplanned access to underground utility manholes. The solution was developed to enhance the security, safety, and operational efficiency of critical telecommunications infrastructure.

The primary users of the system are utility operators, telecommunications network providers, infrastructure maintenance teams, and asset management personnel. The system monitors manhole cover opening status using LoRaWAN-enabled tilt sensors installed beneath the manhole covers and provides immediate alerts through SMS, WhatsApp, voice calls, and a centralized dashboard.

5 **River Guard**

SPI BN SDN. BHD

RiverGuard is a satellite-enabled tracking and safety system designed for small boats operating in rivers, coastal waters, and remote areas with limited or no mobile coverage. A compact onboard device collects GPS location and selected operational data, then transmits it through the Myriota satellite network to a cloud platform. Authorised users can view the boat's latest position, movement history, device status, telemetry, and SOS alerts through a web-based dashboard.

6 **SmartAML**

Laksamana College of Business

SmartAML is an AI-powered Anti-Money Laundering (AML) monitoring system developed to assist compliance investigators in identifying suspicious financial transactions more efficiently. The system uses machine learning techniques to analyse transaction data, assign risk scores, and classify transactions based on their level of risk. SmartAML provides investigators with an interactive dashboard, investigation workflow, case review functionality, dataset management, and reporting features. The primary users of the system are compliance officers, AML investigators, and financial institutions seeking to improve transaction monitoring efficiency and reduce false positives.

KATEGORI PENYELIDIKAN DAN PERKEMBANGAN

RESEARCH AND DEVELOPMENT CATEGORY

KATEGORI SILANG | CROSS CATEGORY

1 **Outr**

Imagine Sdn Bhd

Outr is a mobile app (iOS and Android) built to make everyday cycling, running, and walking safer.Purpose: Outr exists to spread awareness around road safety and help users move through their community with confidence. Instead of each user being invisible and on their own, Outr lets users see one another in real time, warn each other about dangerous spots, and build a shared, constantly updated picture of road and route conditions.

2 **ComPlyot**

Nitro Security

The ComPlyot app is essentially a digital "Cyber Hygiene" Checklist. An AI-powered cybersecurity governance, risk and compliance (GRC) tool to assist small and medium organizations assess their compliance with foundational CIS safeguards through a user-friendly dashboard.

3 **Care4u**

CogniCare Technology

Care4U is an innovative, data-driven educational diagnostic platform designed to revolutionize early intervention for students facing learning challenges, particularly Dyslexia. Its primary purpose is to transform traditional remedial workflows into an objective, interactive ecosystem by precisely measuring cognitive reading response latencies and isolating phonological processing blocks in real time.

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7 **PRTO**

PRTO

PRTO is a web-based productivity tool built around four views: Areas, Things, Prioritise, and Focus. The workflow lets users organise work into hierarchical Areas and Things, then drag items into Top 20% and Top 3 priority columns to surface daily focus items. The current target audience is professionals managing complex projects who need a clearer way to decide what to work on first.

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PESERTA
KATEGORI PEMULA
START UP CATEGORY

KATEGORI SILANG | CROSS CATEGORY

1 **E-Membership Loyalty Programme**

Digital Hive

A digital customer loyalty and membership platform that helps businesses increase customer retention and engagement. It enables businesses to manage memberships, rewards, promotions, and customer data through a simple, user-friendly system. Suitable for cafés, restaurants, drink shops, beauty salons, spas, gyms, car washes, and retail businesses, Digital Hive supports business growth by improving customer relationships and marketing effectiveness.

2 **AI PhoneBook Enterprise**

BRU SOLAT TECH

PhoneBook Enterprise is Brunei's first AI-powered government contact directory. It combines DeepSeek AI semantic search, WhatsApp business export suite, and government protocol fields into a single Progressive Web App installable on any device. Built with .NET 10 Blazor WebAssembly and Clean Architecture, it solves the fragmented contact management problem faced by every government ministry in Brunei.

3 **Digital Prayer Time V2**

BruSolat Tech

Digital Prayer Time V2 is a comprehensive, AI-powered Islamic lifestyle platform built specifically for the Muslim community of Brunei Darussalam. It goes beyond basic prayer times by integrating an AI assistant, real-time moon sighting broadcasts, a Qiblah compass, and unique social sharing tools designed for Brunei's WhatsApp-centric culture.

4 **Tazrah Mobile App**

Tazrah Digital Sdn Bhd

Tazrah is a Brunei built Quran learning app with the tagline "Recite Quran with Confidence." It helps Muslims practise recitation, improve tajwid, build a consistent Quran habit, and receive guided feedback through AI supported practice and MUIB certified asatizah review.

5 **Company Brain**

MSCB Technologies

Company Brain is a web app that turns scattered operational knowledge into structured, human-reviewable issue packs.

6 **RA EDUSUITES**

RIDHWAN AHAD

RA EduSuites is an AI-powered education platform built by a teacher for teachers to simplify lesson planning, content creation, assessment design, and classroom preparation. The product is designed to help educators save time, reduce repetitive workload, and produce structured, classroom-ready materials more efficiently. Its target users are teachers, educators, tutors, and schools who need practical digital tools for daily teaching tasks. RA EduSuites offers a comprehensive suite of features including lesson planning, advanced lesson customization, weekly planning, quiz generation, differentiated learning support, notes creation, worksheets, slides, infographics, diagrams, classroom live activities, and interactive assessments. It also includes a Knowledge Base that supports grounded AI generation, helping outputs become more relevant and aligned with curriculum materials. Overall, RA EduSuites functions as a complete teacher-focused AI workspace that transforms ideas into ready-to-use teaching resources quickly and effectively.

7 **BebasWork**

BebasWork Enterprise

Bebaswork is a digital freelance marketplace designed to connect skilled freelancers in Brunei with individuals and businesses seeking services. Its purpose is to simplify the hiring process, promote local talent, and provide flexible income opportunities while supporting the growth of the gig economy in Brunei.

8 **PDP (Personal Data Protection) Central**

Matter Digital Technology

PDP Central is Brunei's first dedicated Software-as-a-Service (SaaS) compliance platform purpose-built to help organisations comply with the Personal Data Protection Order 2025 (PDPO). The platform simplifies what is otherwise a complex, manual, and costly compliance process by providing an integrated suite of AI-powered tools accessible via web browser with no technical expertise required.PDP Central serves all sectors and sizes of organisations in Brunei that are legally required to comply with PDPO from sole proprietors and micro-enterprises to SMEs, government-linked companies and large enterprises.

9 **Buzzle**

Lu'lu'a Digital Creative Services

Buzzle is a personal finance app that helps people track spending, scan receipts, and understand their money habits in a simple and friendly way. The product is made for young adults, couples, new families, students entering work, and everyday earners who want money management to feel easier and less stressful.Many people want to budget, but they find finance apps too hard, too manual, or too cold. Buzzle solves this by helping users record expenses, organise spending, and get simple insights that explain their habits.

10 **Kounet**

everBetter Innovations

Kounet is built to tackle a problem facing teachers everywhere: the administrative work that pulls them away from teaching. It brings the day-to-day running of education into one place, handling student and parent records, teachers, class schedules, attendance, lesson plans, marks and reports, sign-ups, and billing.

11 **Better Bus Brunei**

Brubah

Better Bus Brunei is a digital layer for Brunei's public bus network. Let any rider find which bus to take between two points in seconds and crowd-source the missing ground-truth data (exact stop locations, physical pole codes, shade availability, photos) that no publicly existing dataset currently captures.

12 **Haus of Nahkya**

Haus of Nahkya and Co.

A fashion technology platform that bridges digital creativity and physical craftsmanship, allowing users to co-create personalized textile designs through an interactive digital colouring experience.

13 **TRT Application**

Type Right Management & Services

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14 **ChemBuddy Supreme+**

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ChemBuddy Supreme+ is an AI-powered Chemistry education platform purpose-built for Cambridge O Level Chemistry students in Brunei and the wider GCE curriculum region. It serves three audiences: students (aged 14–17) preparing for Cambridge examinations, teachers seeking data-driven class management tools, and parents wanting visibility into their child's academic progress.The platform delivers a complete, closed learning loop — students learn through structured ChemNotes lessons, test themselves via an adaptive quiz engine and Kahoot-style Play Zone, apply knowledge in 14 interactive Virtual Lab simulations, get instant help from a tuned GPT-4o AI Mentor that speaks in Cambridge mark scheme language, and receive automatically generated Flashcard Decks the moment a learning session ends. A built-in Camera Help feature lets students photograph any chemistry question or worksheet and receive a step-by-step AI solution within seconds.

15 **Usaha2Rezeki BoardGame**

Affordable BN Services

Usaha2Rezeki Financial Literacy Workshop is an interactive, game-based financial education programme designed to help students, working professionals, families, and organisations develop practical money management skills, financial confidence, and better decision-making through real-life financial simulations. Using a Brunei-centric board game, participants learn by experiencing realistic financial scenarios in a safe environment, with a strong focus on building positive financial habits and mindset before applying practical strategies. Unlike traditional lecture-based or sales-driven financial education, the workshop offers experiential learning, reflection, and discussion in a product-neutral environment, enabling participants to confidently apply budgeting, saving, debt management, and financial planning skills in their everyday lives.

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17 **BodyTrack**

SOUL CAT Entertainment Sdn Bhd

BodyTrack is an AI-powered, markerless motion capture software tailored specifically for indie game developers, filmmakers, and content creators. It eliminates the need for expensive tracking suits or specialized hardware by allowing users to capture body animations in real-time using standard consumer RGB cameras.

18 **River Guard**

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PESERTA
KATEGORI TEKNOLOGI
TECHNOLOGY CATEGORY

KATEGORI SILANG | CROSS CATEGORY

1 **EssyLifes**

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2 **MyDST SuperApp**

Datastream Digital

MyDST brings Brunei's everyday digital needs into one trusted, regulated application telco, payments, commerce, bills, insurance and government-linked services replacing a dozen disconnected apps and counter queues. It saves people time, helps local merchants get paid, and moves the nation toward a cashless, financially inclusive digital economy in line with Wawasan Brunei 2035 and the Digital Economy Masterplan 2025.

3 **AI Kitani - Brunei LLM**

TechBru Solution (B) Sdn Bhd

AI Kitani is, to our knowledge, the first Brunei-focused large language model: TechBru Solution's AI model plus a live community platform at aikitani.com where Bruneians validate and author its training data. Purpose: an AI that natively speaks Brunei Malay, understands Melayu Islam Beraja (MIB) and knows the SPN21 curriculum. Generic models leak Malaysian / Indonesian slang and misattribute SPN21 to Malaysia / Indonesia; our model demo replies in natural Brunei Malay (bah, atu, inda) and grounds SPN21 correctly.

4 **DocuSleeve**

DeepLynx.ai Technologies

DocuSleeve is an AI-powered Document Management System that captures, understands, secures, searches and retains an organisation's documents and records, backed by a tamper-evident, signed audit trail. It eliminates manual data entry through self-learning AI auto-indexing, makes every page, video and audio recording searchable in multiple languages, and provides built-in evidence for ISO 9001:2015 and ISO/IEC 27001:2022 audits.Deployment is the customer's choice (fully on-premises, single-tenant managed cloud, or hybrid) and in every model the data and AI run on dedicated, customer-controlled infrastructure with no third-party tenancy.

5 **TekyAgent AI ERP The Core Suite**

Tekydoct Sdn Bhd

TekyAgent AI ERP is an "agentic ERP" platform that unifies HR, payroll, recruitment, project management, internal communication, learning, and analytics into one system, with a permission-aware AI agent ("Teky Agent") layered across every module. Rather than just storing data, the AI agent can answer questions, build charts, and take actions in plain language, all within each user's existing access permissions and fully audited. The core modules are HR & People, Payroll, Employee Self-Service (ESS), Recruitment, Projects & Tasks, Communication, Learning (LMS), and Analytics, with Finance & Accounting, Sales & CRM, Procurement, Vendor Management, Service Desk, Inventory &

Warehouse, Supply Chain, Asset Tracking, Field Service, and Marketing listed as modules coming soon. The intended audience is organizations, from startups to enterprises, that currently run HR, payroll, hiring, and project operations across scattered, disconnected tools and want a single source of truth instead. Within that audience, the brochure specifically highlights HR managers and admins (employee records, attendance, leave approvals), payroll officers (multi-currency, multi-entity pay runs with statutory deductions), recruiters and hiring managers (AI-scored applicant pipelines), employees themselves (self-service portal for payslips, leave, learning), project leads (boards, milestones, time tracking), and company leadership (cross-module analytics dashboards in plain-language Q&A form).

6 **TEKYDOCT WEIGHBRIDGE AUTOMATION**

TEKYDOCT SDN BHD

A fully integrated weighbridge automation system combining ANPR cameras, QR-based booking, real-time weight verification, and automated barrier control - engineered to eliminate operational delays and manual inefficiencies.

7 **Duraka**

Pixelated Enterprise

Duraka is a 2.5D MOBA game developed by Pixelated Enterprise, created to deliver an original Brunei-made competitive gaming experience with potential for esports and regional market expansion. The game is aimed at casual and competitive gamers, youth, students, esports communities, and players who enjoy team-based action and strategy games. Its key features include original playable characters, strategic character abilities, team-based battle mechanics, competitive arena gameplay, and an accessible visual style. Duraka highlights Pixelated Enterprise's capability in game design, character development, gameplay systems, and original intellectual property creation.

8 **Night Of the Skewered**

Individual Participant

To deliver a tense, unique survival horror , and restaurant management gameplay experience globally.

9 **Storder**

Mori Enterprise

Businesses who are looking to keep track of their deliveries on consignment and also to develop an automated order to be sent to the respective outlets.

10 **Athena: Baiduri Bank's Integration Fabric**

Baiduri Bank Sendirian Berhad

A locally developed banking integration fabric, Athena is Baiduri Bank's 100% locally developed banking integration fabric, built to connect the Bank's legacy systems, core banking environment, digital platforms and external partners through a unified, secure and modular architecture.

11 **URUS**

INTELSYS TECHNOLOGY

URUS is an all-in-one digital super app and ecosystem that connects users, merchants, drivers, personal shoppers, and service providers through a single platform. It integrates transportation, food delivery, shopping, errands, professional services, digital payments, and real-time tracking to simplify daily life. URUS empowers local businesses and entrepreneurs by creating new digital opportunities while building a connected and sustainable local digital economy.

12 **Slidik**

Grominda

SLIDIK is a Brunei-born, mobile-first survey and insights platform that makes data collection rewarding for everyone involved. It serves organisations — government agencies, corporations, universities, NGOs, and SMEs — needing fast, reliable local data, and respondents who earn real rewards for honest feedback through local merchants. Core features include three tiered survey formats (Rasa, Kaji, Selidik), Detik — a daily one-question moment building community insight and Suara, an AI-powered space where users voice feedback naturally while AI structures it into usable data. AI-generated insight summaries, powered by the Claude API, turn raw responses into decisions, positioning SLIDIK as trusted insights infrastructure for Brunei and beyond.

13 **Wildwira Brunei**

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WildWira Brunei is a free, bilingual (English/Bahasa Melayu) web map that helps the Brunei community learn about local wildlife and stay safe from wildlife-related dangers. It runs in two modes: an Eco-Tourism mode, where locals and tourists can explore real, geo-tagged wildlife sightings across all four districts — supporting Brunei's Visit Brunei Year 2027 nature-tourism goals and a Safety mode, which delivers public danger alerts for encounters with dangerous wildlife, including the real saltwater crocodile incident at Sungai Bera on 24 June 2026.

AKTIVITI-AKTIVITI BICTA 2026

Pelancaran BICTA 2026 19 Mac 2026











Mesyuarat Jawatankuasa Pandu BICTA 2026 26 Februari, 26 Mei & 19 Ogos 2026










Pemberigaan Mei-Jun 2026



BICTA *Plus Bootcamp* 14 Mei-18 Julai 2026









Sesi Penghakiman BICTA 2026 27-31 Julai 2026

















JAWATANKUASA PANDU BICTA 2026

Pengerusi

Pengerusi Bersama I
Yang Mulia
Ir. Haji Mohammad Nazri
bin Haji Mohammad Yusof
Setiausaha Tetap
Kementerian Pengangkutan dan Infokomunikasi (MTIC)

Pengerusi Bersama II
Yang Mulia
Pengiran Sarimah
binti Pengiran Haji Latiff
Pengerusi
InfoCom Federation Brunei (IFB)

Ahli-Ahli

Yang Mulia Dr. Hajah Lilly Suzana binti Haji Shamsu
Timbalan Setiausaha Tetap
Kementerian Pendidikan

Yang Mulia Dr. Eddy Fadzlin bin Haji Amdan
Timbalan Setiausaha Tetap
Kementerian Pendidikan

Yang Mulia Haji Hairul Mohd Daud bin Haji Abdul Karim
Timbalan Setiausaha Tetap (Infokomunikasi)
Kementerian Pengangkutan dan Infokomunikasi (MTIC)

Yang Mulia Awang Haji Shamshol bin Haji Omar
Timbalan Setiausaha Tetap (Dasar dan Keugamaan)
Kementerian Hal Ehwal Ugama

Yang Mulia Haji Jailani bin Haji Buntar
Ketua Eksekutif
Autoriti Industri Teknologi Infokomunikasi Brunei Darussalam (AITI)

Yang Mulia Pengiran Dr. Adrian bin Pengiran Haji Salleh Ab-Rahaman
Ketua
Bahagian Teknologi dan Inovasi
Kementerian Pengangkutan dan Infokomunikasi (MTIC)

Yang Mulia Pengiran Amirul Hayat bin Pengiran Haji Yussop
Pemangku Pengarah
Pusat Kebangsaan E-Kerajaan (EGNC)

Yang Mulia Daniel Leong
Pemangku Ketua Pegawai Eksekutif
Lembaga Kemajuan Ekonomi Brunei (BEDB)

Yang Mulia Christopher Phan Teck Yin
Pemangku Ketua Pegawai Eksekutif
Unified National Networks (UNN) Sdn Bhd

Yang Mulia Radin Sufri bin Radin Basiuni
Ketua Pegawai Eksekutif
Datastream Digital Sdn Bhd

Yang Mulia Hajah Nurul Haniah binti Haji Mohd Jaafar
Ketua Pegawai Eksekutif
Progresif Sdn Bhd

Yang Mulia Ahmad Fathi bin Dato Paduka Haji Junaidi
Timbalan Pengerusi & Pengarah Eksekutif
Imagine Sdn Bhd

Yang Mulia Muhammad Saiful Azzam bin Haji Sarpudin
Pengurus Besar
Brunei Innovation Lab

Yang Mulia Mohammad Erwan bin Haji Mohammad Said
Pengerusi
Shell LiveWIRE Brunei

Ketua Sekretariat Bersama

Yang Mulia Mazriyani binti Haji Abdul Ghani
Pemangku Pengarah
Bahagian Dasar Infokomunikasi
Kementerian Pengangkutan dan Infokomunikasi (MTIC)

Yang Mulia Julianah binti Haji Ali Ahmad
Timbalan Ketua Eksekutif (Pembangunan)
Autoriti Industri Teknologi Infokomunikasi Brunei Darussalam (AITI)

JAWATANKUASA KERJA MAJLIS ANUGERAH BICTA 2026

Ketua Bersama Jawatankuasa Protokol dan Jemputan

Yang Mulia Awang Md Amir Hairil bin Awang Haji Mahmud
Ketua Bahagian Prestasi dan Pelaksanaan
Kementerian Pengangkutan dan Infokomunikasi

Yang Mulia Pengiran Adrian bin Pengiran Haji Salleh Ab-Rahaman
Ketua Bahagian Teknologi dan Inovasi
Kementerian Pengangkutan dan Infokomunikasi

Ketua Bersama Jawatankuasa Pengurusan Majlis, Logistik & Teknikal dan Ketua Jawatankuasa Hadiah & Cenderahati

Yang Mulia Haszemi bin Mat Yassin
Ketua Bahagian Korporat
Kementerian Pengangkutan dan Infokomunikasi

Yang Mulia Najeebah binti Pehin Datu Indera Setia Mejar Jeneral (B) Dato Paduka Seri Awang Haji Sulaiman
Pegawai Tugas-Tugas Khas Kanan Bahagian Keselamatan Pengangkutan
Kementerian Pengangkutan dan Infokomunikasi

Ketua Jawatankuasa Media & Perhubungan Awam

Yang Mulia Pengiran Dr. Haji Md Esa Al-Islam bin Pengiran Haji Md Yunus
Ketua Pejabat Pengurusan dan Antarabangsa
Kementerian Pengangkutan dan Infokomunikasi

Ketua Jawatankuasa Jamuan

Yang Mulia Rokiah binti Haji Angas
Pemangku Pengarah Kajicuaca
Jabatan Kajicuaca Brunei Darussalam

Ketua Jawatankuasa Kewangan & Tajaan

Yang Mulia Sofian bin Haji Mohamad
Pemangku Ketua Unit Audit Dalaman
Kementerian Pengangkutan dan Infokomunikasi

Ahli-Ahli Sekretariat

Kementerian Pengangkutan dan Infokomunikasi
Yang Mulia Mohamed Zul Hasymi bin Haji Masri
Yang Mulia Noraliza binti Haji Mohammad Junaidi
Yang Mulia Salmimanja binti Hassan
Yang Mulia Mohammad 'Izzat Hilmi bin Wahid
Yang Mulia Ahmad Amsyar bin Haji Ariffin
Yang Mulia Mohd Hairol Adiman bin Awang Haji Bakar

Autoriti Industri Teknologi Infokomunikasi Brunei Darussalam (AITI)
Yang Mulia Hajah Farihah binti Haji Md Said
Yang Mulia Muhammad Razan bin Haji Abdul Razak
Yang Mulia Dayangku Hajah Nurul Azhimah binti Pengiran Haji Tengah
Yang Mulia Mohammad Daud Bin Awang Haji Allaudin
Yang Mulia Dayangku Khairunnisa binti Pengiran Zulkipli
Yang Mulia Hayatun Syamilah binti Haji Daud
Yang Mulia Awangku Hazim Waqiuddin bin Pengiran Anak Hishamuddin Shah Mardi Al-Haj
Yang Mulia Hajah Ismawati bin Haji Ismail
Yang Mulia Nurmajdina Afiah binti Haji Md Yusuf Thani
Yang Mulia Pengiran Muhammad Hazimul Wa'ie bin Pengiran Haji Harun
Yang Mulia Izzah Haziqah binti Haji Aliakhbar

InfoCom Federation Brunei (IFB)
Yang Mulia Hajah Faridah binti Haji Burut

PENGHARGAAN

Kementerian Hal Ehwal Luar Negeri

Kementerian Hal Ehwal Dalam Negeri

Kementerian Hal Ehwal Ugama

Kementerian Kesihatan

Kementerian Pendidikan

Kementerian Kebudayaan, Belia & Sukan

Jabatan Adat Istiadat Negara

Pasukan Polis Diraja Brunei

Radio Televisyen Brunei (RTB)

Jabatan Sekolah-Sekolah

Jabatan Pengajian Islam

Jabatan Penerangan

Jabatan Bomba dan Penyelamat

Jabatan Kerja Raya

Jabatan Alam Sekitar Taman dan Rekreasi (JASTRE)

Science, Technology and Environment Partnership (STEP) Centre

Lembaga Kemajuan Ekonomi Brunei (BEDB)

PosBru Sdn Bhd

Information Technology Protective Security Services (ITPSS) Sdn Bhd

Kolej Universiti Perguruan Ugama Seri Begawan (KUPUSB)

Cosmopolitan College College of Commerce & Technology

HADtech College

Pihak Media

PENAJA

PENAJA PLATINUM

UNN
Empowering Digital Society

PENAJA EMAS

BIBD

DST

sprintville technologies

PENAJA PERAK

DYNAMIK TECHNOLOGIES

HUAWEI

imagine

PENAJA GANGSA

ideal

PENAJA BIASA

evyd

progresif

ITIS WESCOT TECHNOLOGY SDN BHD
Empowering Businesses Through Innovation and Technology

SEHAT