Universiti Teknologi MARA

THE USE OF VIRTUAL REALITY AS AN INNOVATION IN MEDICAL E-EDUCATION: A PERCEPTION STUDY

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Thesis submitted in fulfillment of the requirements for Bachelor of Science (Hons) Business Computing Faculty of Information Technology And Quantitative Science

NOVEMBER 2005
DECLARATION

I certify that this thesis and the research to which it refers are the product of my own work and that any ideas or quotation from the work of other people, published or otherwise are fully acknowledged in accordance with the standard referring practices of the discipline.

NOVEMBER, 2005

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ACKNOWLEDGEMENT

·In the name of Allah, the Compassionate, the Merciful, Praise be to Allah, Lord of Universe, and Peace and Prayers be upon His Final Prophet and Messenger·.

Alhamdullilah, I am very grateful and thankfulness to Allah SWT for giving me strength, patience and ability to complete this thesis project. Without His help, this thesis would not be possible for me to complete.

First and foremost, a million thanks to my project supervisor Puan Rogayah binti Abd Majid who sacrificed her precious time in guiding me with ideas and comments in completing this final year project. With her opinion and advice, I have been motivated to ensure the successful of this research. The way she opens up my mind make me notice about all the important things. All her teaching and efforts will always be remembered and appreciated. I would also like to express my special thanks to Pn. Mardziah Hj. Hashim, Academic Project Coordinator for her support and guidance in writing this academic project.

To my beloved family, especially to my parents, Encik Hashim Bakhtiar bin Amir Shaharuddin and Puan Norzaidah binti Nordin and to my beloved ones, Azhar bin Abdul Rahman for giving me their blessings, unconditional love and mentality support to help me through this tough period of time.

Last but not least, my sincere appreciation extends to all my friends for being such understanding and open minded for sharing and discussing experience until today and all individuals who were directly and indirectly involved during my academic project preparation. Thank you for your cooperation.

Thanks
May Allah bless all of you
ABSTRACT

The internet has change the way of doing business, learning and all activities in daily life. The extent of organizational innovation with information technology, an important construct in the innovation literature, has been measured in many different ways. Some measures have a narrow focus while others aggregate innovative behaviors across a set of innovations or stages in the assimilation lifecycle. There has been a lot of research has been done in the foreign country such as Canada about the virtual reality and they are had implement it. Virtual reality is the development of artificial environments that can be navigated directly. It is a computer generated environment with and within which people can interact. The advantage of VR is that it can immerse people in an environment that would be unavailable. As in the learning environment, the students are immersed in the virtual reality learning environment and there are no distractions to learning. This research will discover on what is the perceptions of the respondents' on using virtual reality as innovations in medical e-education. The outcome will be useful to see the potential usage of it.
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