

**UNIVERSITI TEKNOLOGI MARA**

**NAVIGATEBOT: VOICE-BASED AI  
CHATBOT FOR UITM TAPAH**

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## **DECLARATION**

I certify that this report 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.

  
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## **ABSTRACT**

This project is being carried out to assist users in locating themselves in inside environments such as buildings and small areas. Students or visitors will be the users of the mobile application that will be produced in this project. In addition, the domain or indoor locations are at University Technology MARA (UiTM) in Tapah, Perak. The primary goal of this initiative is to guide students or visitors to specific locations within the structures. Indeed, it is difficult to identify some locations in tiny buildings, such as classrooms or offices, because GPS is incapable of detecting this region or indoor locations. This project is being incorporated into an Android mobile application utilising Unity software, the C# programming language, and IBM Watson services for voice-based input and output. A 3D model is used to make the chatbot more interesting, engaging and intriguing for the user.

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