

UNIVERSITI TEKNOLOGI MARA

**USER EXPERIENCE ON XD
THEATER: DEAF AND NORMAL
CHILDREN**

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ABSTRACT

The interest in how people experience technology and how designers of technology should consider experience has been accompanied by various theories aiming at defining experience in human-technology interaction and methods for studying the phenomenon. This study gives details of the significant user experience focusing on body gesture towards XD Theatre between deaf and normal children, the issue and problems that led to this research. Less extensively studied field of bodily expression of emotion that models how people communicate emotion through body posture and gesture and how people make inferences about someone else emotional state based on perceived posture and gesture. Two groups were involved in this study: an experimental group which included three deaf and three normal children, who experience XD Theatre. After the analysis done, there is different body gesture recognize fear and surprise emotion between deaf and normal children The results show that even though deaf children hearing system malfunctioned and deaf children have difficulty in mental imagery they still can still use their eyes, nose and hand to sense other elements, thus increasing the fascination and immersion toward the movie.

Key words: Deaf, Children, Virtual Reality, XD Theatre, User experience.

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