

**UNIVERSITI TEKNOLOGI MARA**

**REQUIREMENT ANALYSIS ON  
LANDMARK SYMBOLS FOR  
AUDIO-TACTILE MAPS: CASE FOR  
BLIND USERS**

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Computing Project submitted in partial fulfillment  
of the requirements for the degree of  
**Master of Science in Information Technology**

**Faculty of Computer and Mathematical Sciences**

January 2017

## ABSTRACT

Vision is one of the most powerful and crucial senses that people have. But, there are also some people who are less fortunate such as blind people who do not have the capability to use one of the five senses, which is a sight. The audio-tactile maps is introduced for the blind to assist them in navigating from one place to another. The problem encounter when the tactile map was cluttered with the braille dots and symbols. It causes difficulties for the blind people to distinguish between the symbols and dots on the maps. The objectives to be achieved in this project is, to identify tactile symbols to represent landmarks, to design the landmarks on audio-tactile maps and to evaluate the effectiveness of the tactile symbols in representing the landmarks for blind people. User requirements analysis methodology has been used to achieve the objectives of this project and to acquire the perfect results throughout the development process. Experiments with participants on MAB centers were carried out where they should choose the best tactile symbol for a particular landmark around MAB area. A set of tactile symbols in representing the landmarks on the audio-tactile map is produced to be used on a Talking Tactile Tablet (T3). As for recommendations, the designing of tactile symbols to represent landmark can be expanded throughout another area and not focus only at MAB area.

## ACKNOWLEDGEMENT

Alhamdulillah, praise and thanks to Allah because of His Almighty and His utmost blessings, for giving me opportunity, idea and strength that I was able to finish this project within the time duration given. Firstly, my special thanks go to my supervisor, Dr. Wan Adilah Wan Adnan for the valuable supervision and advice. Besides, she inspired me greatly to complete this project and also her willingness to motivate me contributed tremendously to my project.

Appreciation and gratitude are also extended to Madam Nazatul Naquiah Bt Abdul Hamid for help, guidance, patience and recommendation on my research. I also like to thanks for all MAB Students for their respondents involved and had done in experimental process and answered my questionnaire and interview. I am lucky because of the respondents willing to spend their time and kindly give inspiration to me to finish my project.

In addition, special appreciation also goes to my beloved parents and families for all support and motivated me during my hard time to complete the task. Last but not least, I would like to give my gratitude to my dearest friend for their help and encouragement for me to finish this project successfully.

Thanks to all of you.

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