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**Using 3D Approach in Learning Self-Defense for
Women**

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

October 2004

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

OCTOBER 11, 2004

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ACKNOWLEDGMENT

Alhamdulillah, thanks to the Almighty Allah for leading me the way to end up this project successfully. Not to forget to my parents, Adenan Bin Hashim and Che Siti Binti Talib for their loves and cares, who have fully inspired me to keep on breathing during these suffering periods. Without them I will not be at this stage. Especially to my siblings, thanks for your supportive. A big gratitude to my project supervisor, Encik Mohd Yunus Bin Mohd Yussof, thanks for always being there when I needed you around. To Dr. Norlaila Binti Mohd Noor, the project co-ordinator, thank you for your report guidelines. To my friends (CS220), thanks for your ideas, discussions and knowledge that we have shared together. Lastly, to the project itself, thanks for challenging my skills, manipulating my mind, testing my patience and optimising my ability. Throughout these crucial periods, I discovered lot of new things and I learned to manage something. To all readers, hopefully this thesis report will be beneficial to you. Do not afraid to expose yourself to a new thing because we all learned from discovery. Believe me, something that is hard to get is something too hard to forget.

ABSTRACT

Learning self-defense is a difficult task especially for women. There are various types of alternatives that can be chosen in order to learn self-defense, such as attending classes, hire a personal tutor, reading books and many more. But for working people, they may not have much time to go to the class regularly. Moreover it is costly and also time consuming. According to this research, the prototype will be develop by using 3D approach and will be focus on the basic technique of self-defense for women. This prototype will be implemented in CD ROM. Three-dimension (3D) can be a part of a multimedia application. Research has shown that learning process become more interesting and effective by using 3D approach, such that students find the aesthetic qualities of the environment motivating, but usability still poses problems. [Jason Elliott, Amy Bruckman, 2002]. 3D concept provides the ability to present object from many angles. The object often looks more realistic. But for learning self-defense using 3D concept without 'user control' is still not enough, because there is no user participation in the learning process. The aim of this research is to focus on the capability of the user-control especially for the multimedia effects on learning. Methodologies used in this project are included conceptualization, data collection, storyboard, modeling, animation and 3D Lingo. This project uses multimedia-authoring tools that needed to build the interaction multimedia application. This approach will enable us to visualize from the first phase until the system is completely developed. 3D approach provides convenience to user to have the interactivity and user-control with the application. User can rotate the figure for any degree that they want to get a clear view of the poses. But, for this project user-control element is not in the real-time application.

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