Universiti Teknologi Mara

EXPLORING INSIDE THE COMPUTER WITH 3D ENVIRONMENT

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ABSTRACT

In this modern world, technology is important and now it has already becoming as platform for people to acquire knowledge and information. There is several method of learning such as discussion, exploring and study group. By using virtual reality approach, user can learn by using exploring. Senses of the body part are needed to make an interaction with the computer, and it also immerses the user into the virtual world. Computer component is very sensitive to the human hand because computer component has reputation for being finicky to troubleshoot. Thus, virtual reality method by using desktop based has become the solution to overcome those problems. This project develop using ADDIE methodology consisting analysis, design, develop, implement and evaluate. The methodology is suitable for this project. This project was evaluated by 10 student of first semester Computer Science student using effectiveness testing. In this project, two methods are used to test project effectiveness. The method are using book and learning application. Both are used the same questionnaire paper. Response was analyzed and the result indeed proven learning using application in 3D Environment have more advantage to the user.

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CHAPTER 1

INTRODUCTION

1.0 Introduction

In this chapter, it will explain the details about project background, the problem statement, objective, scopes and the significance of the research study. This chapter describe the reason of this project to be developed.

1.1 Project Background

Reading is an important and most significant activity in a society. It is important for people to acquire knowledge and information. The information may appear in many different ways such as using digital, printed or virtual reality materials.

An example of digital material is E-book that can be found in laptops, computer and handheld device. The usage widely accepted as a resource of information. With growing amount of digital information resource and the increasing amount of people reading behaviour is affected. Furthermore, the use of element multimedia such as text, graphics, video and audio for digital content has attracted many educators and student to use them at another level and this bring the idea of distance education (Ali, 2003; Kim, D.A, & D&Gilman, 2008).

Traditional printed material is very common to society and they are still widely been use, which conveys planned course information. Examples of print resources like textbooks, workbooks, reference books, newspaper, journals and magazines. The usage of printed material has been decreased. In Malaysia for example, a few printing companies were closed due to their reducing in sales. This does not mean that people are not reaching. It just they switch the reading material from printed to digital.