

## **SUPERVISOR APPROVAL**

### **STORYTELLING ABOUT PROPHET MUHAMMAD SOHAABAH USING AUGMENTED REALITY TECHNIQUE via MOBILE APPLICATION**

By

**LILYANA SUZLIN BINTI MD NOR**

**2015100343**

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Approved by

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Noratikah binti Shamsudin

Project Supervisor

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## **ABSTRACT**

Nowadays, everybody depends on technology to do their daily activities. But many of us do not realize that in line with technological developments, we are more far away from the right path that we should follow in Islam like in Prophet Muhammad sohaabah story. It is almost being forgotten especially among young generations today due to the less number of resources about the Islamic history topic on the internet. Due to that, one application has been develop to attract users to be interested in knowing about them. This storytelling application will focus on children from the age of 7 until 12 years old by using augmented reality technique via mobile applications. Apart from that, ADDIE model is used as a guidance to complete this application development. User testing was done by picking the students randomly at college area and playground. Data was collected from 10 users by asking them to answer the questions based on their satisfactions towards this application. Based on the survey done, most of the users like the applications since this application used popular technique that they have not used before. As a conclusion, the interactive style of Islamic history about Prophet Muhammad sohaabah was produced in order to attract users to be more interested in knowing about Islamic story by adding interactive element like animated text, music and augmented reality in 3D model.

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# CHAPTER 1

## INTRODUCTION

### 1.0 Introduction

Nowadays, everybody in this world depends on technology in their daily activities because the advancement of the technology makes their life easier. But many of us do not realize that in line with technological developments, we are more far away from the right path that we should follow. Barton (2013) detailed that technology can affect our lives and influences people around us with the information that we gain and what we do by filtering the information that we get through the technology.

One of the examples of virtual reality technology that have been popular used nowadays is by using augmented reality approaches. By connecting virtual and real worlds, augmented reality (AR) creates a reality that is better and augmented. (K.Hsin, Sylvia, Y.Hsin & Jyh, 2013). According to Akcayir, M.& Akcayir, G (2017), one of the most significant reason that AR is very popular nowadays is because it no longer need expensive hardware and complex tool like head mounted displays (HMD). In addition, an AR technology today is not as difficult as before since every level of schooling uses it technology. In order to make sure that the children use technology on the right way, this technique is very suitable to develop an interactive storytelling to attract children in knowing and learning more about Islamic topics.