

# **SUPERVISOR APPROVAL**

## **AN INTERACTIVE STORYTELLING PROPHET SIRAH USING AUGMENTED REALITY**

**By**

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Approved by

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## **ABSTRACT**

The title of the project is an interactive storytelling prophet Sirah with Augmented Reality. Since technology has been widely used nowadays, it is easier for children to learn education using mobile phone where they can bring it anytime and anywhere. Learn Islamic education has been faded especially among teenagers. Besides, children easily lost their attention during learning Islamic education. The purpose of the project is to attract children to learn prophet Sirah in different way by using augmented reality. Augmented reality (AR) is known as a unique way which show the combination of virtual world and physical world into direct or indirect real time. AR is different from virtual reality which need real time marker to be well functioning. This project is developed for an Android platform and Vuforia library to connect with the Unity. Vuforia library is a website where can produce an image and converted the image into features which will be used as a detected image for the application. ADDIE method is used in this project. This application will be tested about 10 children between 7 – 12 years old to test whether the application is applicable or not towards children. Lastly, this project looks forward to what AR technologies may be in the future.

## **TABLE OF CONTENT**

<b>CONTENT</b>	<b>PAGE</b>
<b>SUPERVISOR APPROVAL</b>	i
<b>STUDENT DECLARATION</b>	ii
<b>ACKNOWLEDGEMENT</b>	iii
<b>ABSTRACT</b>	iv
<b>TABLE OF CONTENTS</b>	v - vii
<b>LIST OF FIGURES</b>	viii - x
<b>LIST OF TABLES</b>	xi
<b>CHAPTER 1 INTRODUCTION</b>	
1.1 Project Background	1
1.2 Problem statement	2
1.3 Project Objective	2
1.4 Scope of the Project	2
1.5 Significance of Study	3
1.6 Conclusion	3
<b>CHAPTER 2 LITERATURE REVIEW</b>	
2.0 Introduction	4
2.1 Augmented reality	4 - 5
2.1.1 Augmented environment	5 – 7
2.1.2 Augmented reality as learning	7 - 8
2.1.3 Type of augmented reality systems	8
2.1.4 Current scenario of Augmented reality in learning	9
2.1.5 Benefit of augmented reality in learning	9
2.2 Mobile application	10
2.2.1 Native Apps	10
2.2.2 Mobile-web Based	11
2.2.3 Hybrid apps	11

# CHAPTER 1

## INTRODUCTION

### 1.1 Project Background

Nowadays, technology has been used widely in the world. Majority people use technology anytime, every day and everywhere they go. People don't realize that the technology has taking over our world because it has affects people and changed the generation into more greedy, lazy and ignorant.

Augmented reality is one of the techniques of technology that has been used in this moment. Concepts of objects in augmented reality that shows different ways and at different viewing angles helps students easily understand the subject (Kirner et al., (2012). So, in order to attract children's interest in learning Islamic subject is suitable to develop an interactive storytelling using this technique.

These days, studying Prophet Sirah has been faded especially among young generations. In the Al-Quran, during life of Prophets there are several interesting stories of animals. Combination between technology and interactive storytelling enable the technology enhanced learning and entertainment application. It is allows people to learn in a new way other than studying using a book or slide.

Mobile phone can be a platform for this application of interactive storytelling using this technique. Contact rate of digital reading is increased year by year among students. Student more emerges reading in digital technology than reading using books or slide (Jie, 2015). So, interactive storytelling application using augmented reality technique can apply to get children's attention in learning Islamic subject.