

**Universiti Teknologi MARA**

**A Tour at National Museum using  
Desktop Virtual Reality**

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## **ABSTRACT**

A tour at National Museum using Desktop Virtual Reality presents a tool for users to view the artefacts at the museum in 3D view. It is for those who have trouble to go to the museum for whatever reasons. To make sure the user could get the information about the artefacts as they were in the museum, the use of 3D are applied to bring them the presence of the object itself. The detailed in 3D views and the information about the artefacts that this project can give is the measure to the user to recognize that it can give them information same as the real museum. The user just need to walk around in the 3D environment and if they want to get the information about the object, they just need to touch the specific object and it will give the detailed info about it. The evaluation obtained from the school students who still learning history where this project could be their reference in their learning process. The result from the evaluation used for fixing the project if there is some problem happen.

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# **CHAPTER 1**

## **INTRODUCTION**

### **1.0 INTRODUCTION**

Nowadays, we live in surroundings full of increasing technology. We need to take this opportunity because living in technological world allows people to achieve many great things. By this, it can be a benefit with a huge success to lots of people as long as they know how to use it correctly. With the era of technology, people need to take chances so that they can come up with better facilities in many things such as education. Education is important in our life so it will be much easier if we can access it in just one click of finger. It is not only by getting information from the books or the internet, but in a better form. By obtaining information from the books, people always not interested to read it and they always find reading books is boring. Therefore, this project aims is to bring Virtual Reality (VR) as a way for the user to improve and gain their knowledge on the learning content better than books could do.

### **1.1 PROJECT BACKGROUND**

This project is to develop a desktop application, using virtual reality tour for the secondary school students. This application will virtually bring the students to the virtual museum. So that the students can feels like they are on a trip by using this application. This application also is to make sure the students can learn and get information without needs go to that place physically. Due to lack of time and other problems, this application could help them to gain new information in interactive ways. It also can attract the students to know better about the leaning things.