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PROGRAMME ABSTRACT



"Bridging Gaps with Creativity for Future Sustainability"

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“Bridging the Gaps with Creativity for Future Sustainability”

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DEVELOPING MOBILE-AUGMENTED REALITY IN HIGHER LEARNING EDUCATION

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UNIVERSITI MALAYSIA SABAH

Abstract

Mobile learning has contributed effectively at various Universities in Malaysia since its implementation. Mobile Learning is defined as the use of a mobile or wireless device for learning purpose while giving mobility. Mobile learning concept starts from e-learning that slowly develops into mobile learning as technology improved over the decades. Augmented reality or well-known as AR combines real environment with a virtual object that users can interact with, with a mobile device such as smartphone and tablet that are powerful enough to support augmented reality, mobile-Augmented Reality is possible to be used in education. Using mobile-Augmented Reality in education can help gain interest from students during the learning session. The current problem with mobile learning is the visualization and content presented in the application, where it may not be appealing for the student to use because it is mostly text-based. Next issue regarding mobile learning is the user interface where it may not be usable to a non-experience user, and most important is the framework available for mobile-Augmented Reality is still limited. The aim of developing a mobile learning application is for teaching and learning method that to motivate students to learn through the use of their smartphones. This project focuses on developing a mobile learning and a mobile-Augmented reality application for learning Network Fundamental courses offered to Computer Science students. The application developed involved learning material such as the 7 OSI Layers, the port labels for networking device for Router, Switch and their configurations.

ANDROID ATTENDANCE SOLUTION

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& Muhammad Omar

UNIVERSITI MALAYSIA SABAH

Abstract

In Universiti Malaysia Sabah, signing attendance is very inefficient. Usually, the signing of attendance starts when the lecturer gives out the attendance sheet and entering the lecture hall. This will not only distract the class, it will also cause someone to miss the attendance sheet because of the passing process is not consistent. There is also potential data loss due to human's mistake such as misplacing the attendance sheet. In order to solve these problems, this project proposes an Android-based application integrated with a web application to make the process of signing attendance more efficient.