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"Bridging the Gaps with Creativity for Future Sustainability"

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PETUNJUK IDOLA (SIRI BUKU MEWARNA): PENDIDIKAN ALTERNATIF MEMPELAJARI SUNNAH

Mohd Farhan Abd Rahman, Mohd Khairulnizam Ramli, Rohailin Zainon, Maryam Mohd Esa, & Nurulhayah Muhamad

UNIVERSITI TEKNOLOGI MARA PULAU PINANG

Abstract

Petunjuk Idola (Siri Buku Mewarna): Pendidikan Alternatif Mempelajari Sunnah merupakan satu kaedah pembelajaran sokongan kepada pelajar merangkumi prasekolah mahupun sekolah rendah bagi mata pelajaran agama membabitkan akhlak Nabi Muhammad SAW. Inovasi ini mengetengahkan konsep "mudah" dan "ceria" bagi meningkatkan minat para pelajar dalam mempelajari Sunnah Rasulullah SAW seterusnya mengambil bahagian semasa sesi pembelajaran di sekolah. Inovasi ini menggunakan pendekatan jalan cerita melalui ilustrasi komik mengikut kesesuaian pemikiran dan pendidikan pelajar berdasarkan hadis Nabi Muhammad SAW; yang menekankan konsep pengajaran dan pembelajaran di dalamnya. Objektif inovasi ini adalah untuk mencari kaedah alternatif untuk meningkatkan keseronokan proses pembelajaran di dalam kelas supaya pelajar dapat menguasai kemahiran asas seperti komunikasi, kreativiti, penyelesaian masalah dan pembangunan nilai-nilai positif dalam kehidupan seharian yang berlandaskan Islam dengan cara yang mudah tetapi berkesan. Inovasi ini memainkan peranan yang penting bagi menyokong usaha Bahagian Pendidikan Islam Kementerian Pendidikan Malaysia dalam menghasilkan modal insan berilmu, beriman, beramal soleh dan berakhlak mulia. Justeru, pendekatan kontemporari yang santai dan ringan tetapi bermanfaat melalui ilustrasi komik dapat membantu perkembangan pelajar dari segi penguasaan kemahiran asas dan pembentukan nilai-nilai murni melalui pemantauan guru.

EXPERIENCE MALACCA RIVER CRUISE VIA VIRTUAL REALITY

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Abstract

In the recent years, Malacca River Cruise is well known as the one of the main attraction of tourism in Malacca. However, Malacca River Cruise cannot operate due to natural weather such as heavy rain or rain storm. Malacca River Cruise also is lack of promotion on virtual reality concept which they only promoted on websites. Therefore, this project objective is to give experience to the tourists to feel the actual feeling of Malacca River Cruise on immerse virtual reality concept. The methodology used in this project are Knirk and Gustafson model that implement the immersive virtual reality and act as guide in order to develop this projects. Based on the result of usability testing of the product, the user give the positive feedback and very satisfied when they has experience the element of heritage along Malacca River in virtual environment. For the future work, the limitation for this project will be solved, that are able to show the environment for left and right side across Malacca River. It can be concluded that the Malacca River Cruise via Virtual Reality will attract tourist to experience River Cruise on virtual environment and will improve the economy of Malacca tourism.