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PROGRAMME ABSTRACT

"Bridging Gaps with Creativity for Future Sustainability"

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SGOVR: VIRTUAL REALITY OF ONLINE GROCERY SHOPPING VIA HAND GESTURE RECOGNITION

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UNIVERSITI TEKNOLOGI MARA KAMPUS JASIN

Abstract

E-Marketing is still in the early stage of the industry in Malaysia but one online business has grabbed Malaysians' attention lately; online grocery shopping. Many Malaysians opt for online grocery shopping as it saves time, has a better price, offers larger selections of product and offers home delivery. But there has a problem among young people to chose items because can't able imagine or visualize the product. Therefore, there have three objectives of this study (1) to design 3D virtual reality online grocery shopping environment, (2) to develop virtual reality system of shopping grocery using 3D tools and attach with a special device, and (3) to evaluate the usability of implementing virtual reality system for online shopping grocery. Virtual reality (VR) is the interactive computer simulated composition, meaning users will be immersed in a computer generated three-dimensional (3D) simulated or virtual environment. This project incorporates the use of a special gestured-based device called Leap Motion, which makes users interact with their online grocery shopping experience. Additionally, User Centered Design (UCD) model is methodology use because of including an iterative process which can be obtained by following each process that has own objectives. Then, results from the System Usability Scale (SUS) analysis show user satisfied with this system after testing and chose to use this virtual reality system frequently. The overall findings highlighted VR interface give the user to feel shopping experience seems at a real store.

SPEEDAR: ARITHMETIC DRILLS VIA RACING GAME

Nurul Hidayah Mat Zain (Dr.), Razuan Harmy Bin Johar, Azlan Abdul Aziz, Aslina Baharum (Dr.), Anita Mohd Yasin, Siti Rahayu Abdul Aziz & Ismassabah Ismail.

UNIVERSITY TEKNOLOGI MARA KAMPUS JASIN

Abstract

Arithmetic is the oldest branch of Mathematics which consists the study of numbers, specifically the properties of the basic traditional operations. According to the previous study, most of the users agree that Mathematics subject is a hard subject and there is lack of enjoyment in practicing arithmetic drills. Therefore, we develop enjoyable arithmetic drills via racing games and we named as a Need for Speed Arithmetic (SpeedAr). The SpeedAr game was implemented Rapid Application Development (RAD).