UNIVERSITI TEKNOLOGI MARA MALAYSIA

FAKULTI SAINS KOMPUTER DAN MATEMATIK

Treating Disgust Using Augmented Reality

WAN NUR FARRAHIN BINTI WAN ALI

Thesis submitted in fulfilment of the requirements for the
Bachelor of Computer Science (Hons) (Multimedia Computing)
Faculty of Computer and Mathematical Sciences

July 2012

ACKNOWLEDGEMENT

ABSTRACT

Disgust is an example of psychological disorder. It is very universal to human being. Everyone feels disgusted on something such as spider, blood, dirty toilet and others. There are treatments that can reduce the disgust feeling towards something. Some researchers said that psychological disorder can be treated by using augmented reality and it includes this disgust feeling. Since disgust traditional treatment happen on the real situation for example, disgust of wet rubbish with maggots; therapist need to re-create the situation or might even have to take the patients to the location to conduct the treatment. But, by using augmented reality, therapist does not have to create the disgusted object or does not have to take the patients to the location since the treatment using augmented reality can be conducted in a controlled room. Moreover, researchers mentioned that augmented reality can provide a reality presence of the object or the situation and can ensure the patients' safety. This project paper will be discussed on the details of the treatment of disgust using augmented reality.

TABLE OF CONTENTS

CHAPTER 1

INTRODUCTION

"...pus, vomit, urination, and so on—all substances and acts that, for some reason, many cultures tend to see as repellent and, despite their constant presence in human life, as abnormal."

A.K. Reinhart (1990)

"Augmented reality is useful for treating several psychological problems, including phobias..."

M. Carmen Juan, et al. (2005)

The above statements stated that augmented reality is really a good way to be used on treating psychological problems such as disgusting feeling on vomit, feces, blood and more. This chapter will discuss more on the details of the project, the problem that arises, objective to be achieved, the scope of the project and the significant of study.

1.1 BACKGROUND OF STUDY

Augmented reality (AR) can be used in architectural construction, inspection and renovation. AR also can develop games application whether in computer hardware or in mobile hardware. Moreover, it is useful for treating several psychological disorders, including phobias such as fear of flying, claustrophobia, agoraphobia and fears to small