

**Universiti Teknologi MARA**

**IMPLEMENTATION OF VIRTUAL REALITY  
FOR UiTM ARCHITECTURE STUDENTS.**

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I hope this report will be the initial step to make virtual reality a reality for the benefit of the Faculty of Architecture, Universiti Teknologi Mara.

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## ABSTRACT

Virtual reality being a relatively new technology receives much attention in scientific research as well as in architecture education. However this independent study will focus on the application of virtual reality by architecture students of the FPUS (Faculty of Architecture) of UiTM (Universiti Teknologi Mara), who are currently only using the conventional way of architectural design.

Now virtual reality has advanced architectural drawing to full body design letting architecture students experience their creations. Rather than just seeing those creations in front of them, they are forced to use their bodies for scale, to stretch out their arms, move from side to side, duck under planes - look over them, back away or move in.

For this study, to have a clear understanding on architectural design in immersive virtual reality that can be implemented for architecture students, I will get the feedback from the students and lecturers on the virtual reality application idea. In addition, I will discuss the problems that might arise when virtual reality is implemented and also the methods to solve the problems.