

**IMPROVING USER INTERACTIVITY VIA THE 3D  
SOUND**

**BY**

**NUR AKMA BINTI MOHD YUSOF  
BACHELOR OF COMPUTER SCIENCE (Hons)**

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## **Abstract**

This paper discussed subject matter regarding of improving user interactivity via the 3D Sound. The focusing is adapting 3D sound into an interactive application. Using some additional effects, the mono sound can turn into 3D sound. As a new technology, 3D sound has given more benefits to the user especially for the user who has visual disability. Using sound, they could get a view on the application since they use their ears as a sense of direction. To improve their understanding, the mono sound is adding some effects to become 3D sound which more attractive and powerful. As a new technology, it suppose to give an improvement to the existing HCI and hope could attract normal user attention better than before, since it use a realistic approach like in a reality. This paper will discuss more detail on the subject matter of HCI and 3D sound and hopes to be a guideline to a new designer who is interested in implemented of 3D sound in HCI.

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