



A . P . U
ASIA PACIFIC UNIVERSITY
OF TECHNOLOGY & INNOVATION

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1.0 Introduction

Do you find the library a confusing place? Do you spend a lot of time searching for materials? Is the library always been crowded? Fear no more, with “Book Venture” in hand, searching for materials and studying is no longer a daunting task. This application will introduce about the new 3-tier library and give guidance to the users on how to use the features and facilities in the library. The application will be showcased at the library's grand opening day to inform students and lectures about the materials and facilities offered by the School of Computing. “Book Venture” aims to redefine how individuals interact with and utilize library facilities.

“Book Venture” is basically a virtual version of the actual library. A little peek into the application, a virtual tour of the library is part of the features included in the application. Through a virtual tour, “Book Venture” offers a simulated walk-through of the library, enabling users to explore the new 3-tier library. Other than that, “Book Venture” also integrates a search function, allowing users to locate books within seconds. It will be equipped with categorization features that allow for a smooth search experience for both casual browsing and focused research. “Book Venture” provides users with real-time information about the availability of discussion rooms in the library with just a few clicks. It is simple for users to check the status of rooms, whether the rooms are empty, occupied or reserved by others.

2.0 Stage 1 – Analysis

To build this application, we have done some research on the current library at Asia University Pacific University, which is a prestigious School of Computing in Malaysia. Through our investigation of the library, we spotted multiple features that can be integrated into our new library. An incredible structure of the library is that it provides several discussion rooms, allowing students, lecturers, or both to conduct physical meetings in the library. Televisions are equipped in each room, which enables users to present their materials on screen and open for discussion. Since discussion rooms are individual and separated, privacy is promised. Apart from that, APU has lived up to its name as a computing school by providing computer facilities in their library. The availability of computers in the library increases the accessibility of students and lecturers to information online, facilitating the learning process as information can be found

easily. Besides, APU also supplied their students with free Wi-Fi connections, thus clearing delays in searching for information through the computers in the library.

3.0 Objective of the application

The objective of this application is to deliver clear and comprehensive information about the new library to both the students and the lecturers. A concise briefing about the library including how the application is associated with the library and what are the features and conveniences it brings. Henceforth, students and lecturers could have a clearer image on how to utilize the library efficiently when the library is fully furnished and opened for use. Furthermore, this application aims to promote a better learning environment to everyone who uses the library, enhancing the user experience in the library. Aside from that, introduction of this application is capable of making studying material easily accessible to everyone. This application has simplified everyone's effort to search for online materials through the Internet. It provides a platform that collects a massive number of scholarly publications like journal and articles, allowing students and lecturers to access them by simply typing down the keywords of their research. Moreover, materials can be navigated and located with ease through this application. The location of the books and materials available in the library are organized and digitalized based on the Dewey Decimal System through the application. The users are able to acknowledge the specific location of the materials such as the shelf mark number and navigate it by referring to the digital map of the library featured in the application.

4.0 Target Users

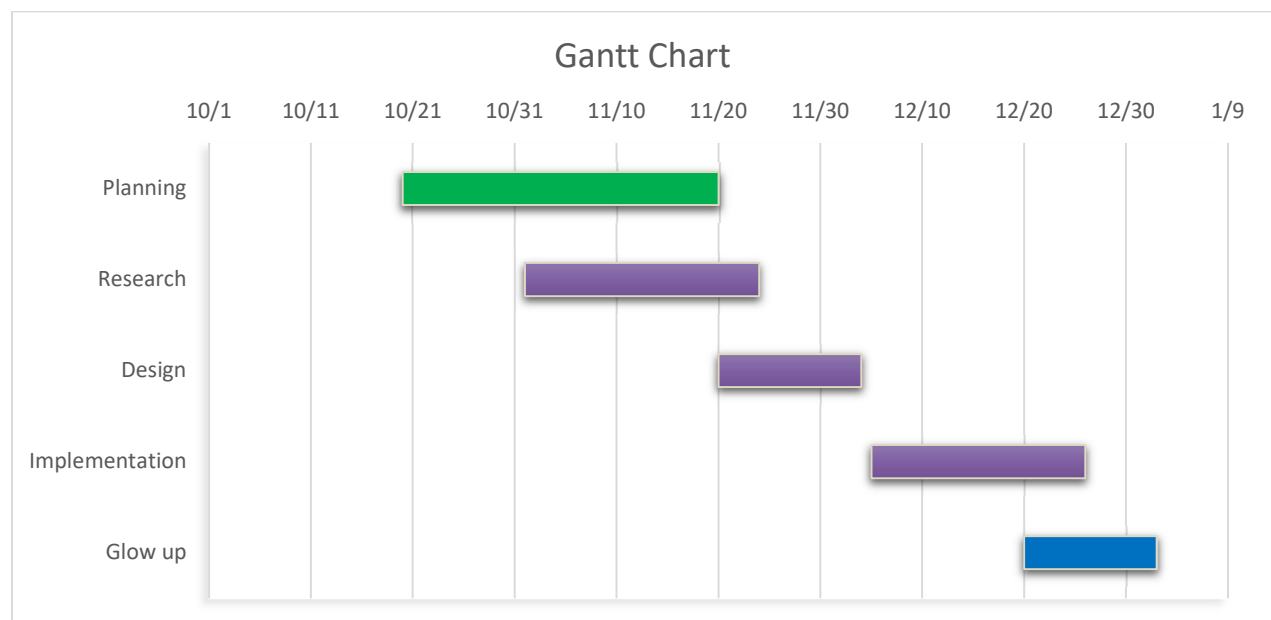
“Book Venture” is an application designed to empower a varied user base within the APU University community. The target users of this application are APU University students and prospective students interested in Computing and Technology. “Book Venture” is designed to fulfill students' requirements and improve their educational journey. This application is a useful and valuable resource for anyone working on assignments at the undergraduate level, doing research as a postgraduate student or just prospective students exploring the library on campus. Beyond students, “Book Venture” can be used by APU staff and librarians for a more organized and efficient library management experience. This application can also serve as a resource for

lecturers. It allows them to find research papers, easily access reference materials and consult with students in the discussion rooms of the library.

5.0 Hardware, Software, Skills Required

“Book Venture” is designed to be accessible across a wide range of devices, ensuring that users have the flexibility to interact with it in the way that best suits their needs. For hardware, this application can be accessible on computers, tablets, smartphones, and also interactive kiosks in the library. “Book Venture” is built using Snap! Programming environment, a user-friendly and flexible platform known for its visual programming blocks. The skills required in this application is proficiency in Snap! Programming. It is essential for the development of application.

6.0 Gantt Chart for Application Development



7.0 References

APU Library Website. <https://library.apu.edu.my/>

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