 UTM <small>UNIVERSITI TEKNOLOGI MALAYSIA</small> <small>RESEARCH UNIVERSITY</small>	SCHOOL OF COMPUTING FACULTY OF ENGINEERING UNIVERSITI TEKNOLOGI MALAYSIA
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PSM 1 (SCSV 3032) PROJECT PROPOSAL FORM

Session/Semester: 2020/2021 - 2

Instruction: Please complete and submit this form to the departmental PSM committee. The proposal must be reviewed by the supervisor before submission.

SECTION A: STUDENT INFORMATION

Name	Muhammad Amirul Fahmi bin Noor Anim		
Year/Course	3 SECV		
IC. No.	981227-01-6455	Matrix No.	B19EC0018
Email	Mafahmi9@graduate.utm.my	Mobile No.	013-7046125

Proposal No.

1

(Please follow your preference. Proposal No. 1 – the highest priority, followed by Proposal No. 2 Each student may propose a maximum of 2 topics).

SECTION B: PROJECT DETAILS

Supervisor Name:	Encik Cik Suhaimi bin Yusof
Project Title:	3D Virtual Reality Exploration Game Based on History Lesson

Problem Background and Proposed Solution:

History subject is an important subject that we need to understand as it is one of the compulsory subjects that we need to pass during secondary school. It also helps us to reflect on our current action as we can learn from their history to not making up a same mistake again.

However, most of the students find that the subject is boring as it contains many information that require student to memorize it. So, student need to spend a lot of time reading the subject's textbook in order to pass the subject.

As for solution, virtual element is needed in order to entertain student on learning history subjects. It could make a student more understand on history as they feel like they are experiencing living in the history era. This is a great way to level up the strategy for teaching student in history subjects.

Objectives:

The main objective of this 3D Virtual Reality Exploration Game Based on History Lesson is to entertain student on learning History subject by introducing virtual element into their lesson.

1. To increase student's interest in History subjects by using Virtual Reality technology.
2. To make student easy to understand History lesson.
3. To reduce the use of writing in delivering information.

Scopes:

This development will be focused on 3D modelling in Virtual Reality to imitate the experience living in a history era and entertain student in learning history. Unity and Vuforia are used to develop the game and build the 3D scene. Autodesk Maya will be used for 3D modelling of the characters and features in the scene. Google Cardboard or Virtual Reality (VR) Box is used for user to see and allow movement in the game.

Project Requirements:

Software	: Unity, Vuforia, and Autodesk Maya
Hardware	: ASUS Laptop, Intel(R) Core (TM) i5-5200U CPU @ 2.20GHz, 8.0 GB RAM
Technology/Technique/ Method/Algorithm	: Virtual Reality, Google Cardboard
Graphic Elements	: 3D models
Security Elements	:

Project Type: *(Please tick one)*

☒ System Development

☐ Research

Project Area:

Area : Graphics – 3D modelling using VR and game development

(e.g.: *Security – Cryptography*)

SECTION C: STUDENT ACKNOWLEDGEMENT

I confirm that this project is:

☒ My own idea

☐ Proposed by the supervisor.....

Date: 31/3/2021


Student Signature:

SECTION D: SUPERVISOR ACKNOWLEDGEMENT

I **CIK SUHAIMI BIN YUSOF** confirm that I have reviewed this student's project proposal and therefore agree for the proposal to be submitted for evaluation.

Date : 1-04-2021

Signature



CIK SUHAIMI BIN YUSOF
Lecturer
School of Computing
Faculty of Engineering
Universiti Teknologi Malaysia
Email: suhaimi@utm.my Ext: 32329

Official Stamp

SECTION E: EVALUATION PANEL APPROVAL

Outcome:

- ☐ Full Approval
☐ Conditional Approval (Minor)
☐ Conditional Approval (Major)
☐ Fail

Notes (*Please state reasons for conditional or failed approval*)

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Evaluation Panel:

1.

2.

Date:

Signature:

Name:

SECTION F: FOR FACULTY COMMITTEE ONLY

Date Received:

Signature : (Official Stamp)