MEETING MINUTES

Project Title:	AR VR Solutions		
Date of Meeting: (DD/MM/YYYY)	09/11/2023	Time:	10.00am – 10.30am
Minutes Prepared By:	LIM HON SHEANG	Location:	Deck 7, Classroom 701

1. Meeting Objective

- To explain about the core of the project.
- To discuss about the ideas for the project.

2. Attendance at Meeting

Name	Department/Division	E-mail	Phone
DOM ONG		dom.ong@siliconmax.com	0194101488
LIM HON SHEANG	BSC(Hons)Computer Science (Cyber Security)	limhon.student@peninsula malaysia.edu.my	01124330933
DANNY CHAN YI XIANG	BSC(Hons)Computer Science (Cyber Security)	dannychan.student@penin sulamalaysia.edu.my	0125506089
GOH QI YUAN	BSC(Hons)Computer Science (Cyber Security)	gohqi.student@peninsulam alaysia.edu.my	0134889105

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3. Agenda and Notes, Decisions, Issues

Topic	Owner	Time
Immersive learning - Use Virtual Reality (VR) to stimulate real-world scenarios - Not nessassry have to use head mounted device, more convenience	DOM ONG	10.05am
Suggestion for Software Development Tools - Blender Free platform and most laptop can use, as long as not too heavy blendering. - Unity Develop certain User Interface(UI) design and User Experience(UX) design, some pattern of display and animation - Unity Pro Not suggested due to it is more focus on gaming.	DOM ONG	10.20am

4. Action Items

Action	Owner	Due Date
Explore more on the tools that can be used for the project. - Blender - Unity - Adobe Aero - Vuforia	LIM HON SHEANG DANNY CHAN YI XIANG GOH QI YUAN	18/09/2023
Decide the idea for this current project. - AR poster 1) College brochure 2) Food 3) Books	LIM HON SHEANG DANNY CHAN YI XIANG GOH QI YUAN	18/09/2023

5. Next Meeting (if applicable)

Date: (DD/MM/YYYY)	21/09/2023	Time:	2.00pm	Location:	Deck 7, Classroom 701