PROJECT HANDOVER

PROJECT NAME

ARVR Immersive Learning Solutions

PROJECT TEAM MEMBER	PROJECT START DATE	PROJECT END DATE
1. LIM HON SHEANG 2. DANNY CHAN YI XIANG	19/9/2023	31/3/2024

PROJECT SUMMARY

The ARVR Immersive Learning Solutions project is dedicated to revolutionizing learning in the field of automotive engineering through immersive technology. Recognizing the challenges engineers face in grasping complex systems like car engines, our goal is to develop a cutting-edge learning tool that bridges this gap. Through the fusion of AR and VR technologies, we aim to deliver an unparalleled learning experience that promotes deeper understanding and engagement while remaining cost-effective.

At the heart of our project is the creation of an application enabling users to interact with 3D models and animations of car engines. By harnessing the power of AR and VR, we provide a dynamic platform for learners to explore, dissect, and manipulate virtual engine components in real-time. This hands-on approach not only facilitates comprehension but also fosters the development of practical skills crucial for engineering professionals.

In essence, our project represents a groundbreaking step towards more effective and accessible learning in automotive engineering. By leveraging immersive technology, we empower learners to master complex concepts with ease, paving the way for a new era of education in the automotive industry.

PROJECT ROLES & RESPONSIBILITIES

NAME	ROLE	RESPONSIBILITIES
LIM HON SHEANG	PRODUCT OWNER SCRUM MASTER CLIENT LIAISON	- The product owner is responsible for identifying product features, reviewing the work, and driving testing requirements. - The Scrum Master is responsible for facilitating team meetings where progress is reviewed, work to be done is discussed and agreed upon, and sprint planning takes place. - Client Liaison is responsible for organizing client meetings, taking notes, and serving as the client's primary point of contact.
DANNY CHAN YI XIANG	TECHNICAL LEAD	- Technical lead, responsible for version control, managing the repository, ensuring appropriate branches, leading to identify and communicate appropriate design patterns, and ensuring the quality of the codebase.

DELIVERABLES

PLANNED	ACTUAL	COMMENTS
Initial plan for 3D model in Blender: - Car model - Car sport rim	Suspended	Changing the idea to more on automotive industry purpose.
Blender 3D Model - Overview car engine. - Car engine - Car battery - Car coolant - Windshield washer reservoir	Blender 3D Model - Overview car engine. - Car engine - Car battery - Car fuel tank	Decided to terminate the progress for car coolant and windshield washer reservoir due to insufficient of member.
Unity - User interface (4 scene)	Unity - User interface (7 scene)	Adding another 3 scene for dissect animation for car engine, car battery, and flow animation for car fuel tank.

SCHEDULE

KEY MILESTONES	INITIAL DEADLINE	ACTUAL COMPLETION	COMMENTS
Initial plan for 3D model in Blender: - Car model - Car sport rim	23/10/2023	21/10/2023	Suspended
Blender 3D Model - Overview car engine. - Car engine - Car battery - Car fuel tank	8/3/2024	8/3/2024	All the 3D model is well developed with animation.

LESSONS LEARNED / RECOMMENDATIONS

Throughout the course of our project, we embarked on a journey of exploration into the realm of ARVR technology and its transformative potential in immersive learning and industrial applications. Our collaboration with Siliconmax ARVR, our esteemed client, provided invaluable insights and innovative demonstrations that challenged conventional notions of ARVR experiences.

During the demonstration, we were pleasantly surprised by Siliconmax ARVR's unconventional approach, which diverged from the typical expectation of using VR headsets. Instead, they showcased a remarkable alternative utilizing a stylus pen and their advanced laptop device with high specifications. This novel approach provided a seamless ARVR experience and highlighted the versatility and accessibility of immersive technology beyond traditional hardware constraints.

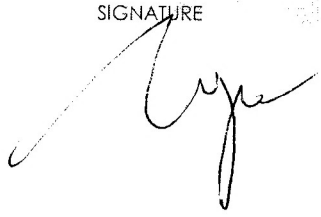
Furthermore, our collaboration extended to developing 3D models essential for our project. Under the expert guidance of Mr. Zafran and Mr. Azmir from Siliconmax ARVR, we delved into the intricacies of Blender to craft detailed and accurate representations of automotive components. Their dedication and support were instrumental in refining our models, ensuring they met the standards required for our immersive learning platform.

Moreover, Mr. Dom's invaluable mentorship was pivotal in steering us towards the right path in selecting our project topic. His insightful explanations of ARVR technology gave us a deeper understanding, empowering us to make informed decisions throughout the project.

Looking ahead, we envision broader implementation of ARVR devices in educational institutions like colleges, allowing students to engage with immersive technology firsthand. This hands-on approach enhances learning experiences and prepares students for the demands of modern industries reliant on ARVR solutions Immersive Learning. Additionally, we advocate for integrating ARVR technology across various projects and disciplines, harnessing its potential to drive innovation and collaboration in diverse fields.

Our journey with Siliconmax ARVR has been one of discovery, collaboration, and innovation, shaping our understanding of ARVR technology and its myriad applications. As we look towards the future, we remain committed to harnessing the power of immersive technology to drive meaningful change and advancement in education and industry alike.

APPROVAL

NAME	TITLE	SIGNATURE	DATE
Dom Ong	Director		1/Apr/24