



## **MEETING MINUTES**

Project Title:	AR VR Immersive Learning Solutions				
Date of Meeting: (DD/MM/YYYY)	21/09/2023	Time:	1.45pm – 4.00pm		
Minutes Prepared By:	LIM HON SHEANG	Location:	Deck 7, Classroom 701		

## 1. Meeting Objective

- To present the ideas of the project and get feedback.
- To explore on the immersive learning demo set.
- To determine the project's requirements..

2. Attendance at Meeting						
Name	Department/Division	E-mail	Phone			
DOM ONG	Managing Director	dom.ong@siliconmax.com	0194101488			
MUHAMMAD ZAFRAN SHAH BIN ASRAB ALI	Graphic Designer	designer1@siliconmax.com	0149809179			
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			
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(DD/MM/YYYY)



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Date of Meeting: (DD/MM/YYYY) Minutes Prepared By:		21/09/2023	21/09/2023 Time:		1.45pm – 4.00pm	
		LIM HON SHEANG Location		: Deck 7, Class		sroom 701
3. Ageı	nda and Notes, De	ecisions, Issues				
Topic				Owner		Time
Presen	tation for the ideas	of the project		LIM HON SHEANG		1.45pm – 2.00pm
-	<ul> <li>Preferred to do a storybook with the space theme using the AR Tracking app.</li> </ul>		DANNY CHAN YI XIANG			
-	Using Blender in	building the 3D model.	GO		N	
-	Vuforia engine w	ould be used to integrate with Al	R.			
Feedba	ick from Mr Dom ai	nd Mr Muhammad Zafran		DOM ONG		2.00pm – 2.30pm
-	Outspace theme storybooks are not recommended because the ideas were too immature to match our higher education level.			MUHAMMAD ZAFRAN SHAH BIN ASRAB ALI		
-	matched with the	ic components, and Switches we immersive learning since the to echnical and more to design, or e ket.	pic is more			
Demon	stration			DOM ONG		2.30pm – 3.30pm
-		s can do much design since immersive learning is Aphlic, so it is preferred in a cooling room.  MUHAMMAD ZAFRAN SHAH BIN ASRAB AL				
-		e main components would be the three cameras that capture the e, third-person view, sensor, and stylus pen.				
-	Most AR VR imm not.	nersive learning uses goggles, bu	ut the demo does			
-	- It brings the object out of the screen by using stylus pen.		lus pen.			
Heartbeat simulation						
	2. Engineering					
	3. Electromagn	etic field simulation				
Documentation requrement				DOM ONG		3.30pm – 4.00pn
-		earning helps in the industry				
-	How IT supports and so on.	immersive learning, enhances ir	ndustrial training,			
-	The pros and cor	ns of digitalization to support imn	of digitalization to support immersive learning.			
-	Software tools to	support immersive learning.				
4. Actio	on Items					
Action			Owner		Due Date	
Domentation			LIM HON SH	EANG	TBC	
			DANNY CHAN YI XIANG			
				GOH QI YUA	N	