# **MEETING MINUTES**

| **Project Title:** | | AR VR Immersive Learning Solutions | | | | | | | | | | | |
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| **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@peninsulamalaysia.edu.my | | | | | 01124330933 | |
| DANNY CHAN YI XIANG | | | BSC(Hons)Computer Science (Cyber Security) | | | | dannychan.student@peninsulamalaysia.edu.my | | | | | 0125506089 | |
| GOH QI YUAN | | | BSC(Hons)Computer Science (Cyber Security) | | | | gohqi.student@peninsulamalaysia.edu.my | | | | | 0134889105 | |
| 3. Agenda and Notes, Decisions, Issues | | | | | | | | | | | | | |
| **Topic** | | | | | | | | | **Owner** | | | | **Time** |
| Presentation for the ideas of the project   * Preferred to do a storybook with the space theme using the AR Tracking app. * Using Blender in building the 3D model. * Vuforia engine would be used to integrate with AR. | | | | | | | | | LIM HON SHEANG  DANNY CHAN YI XIANG  GOH QI YUAN | | | | 1.45pm – 2.00pm |
| Feedback from Mr Dom and Mr Muhammad Zafran   * Outspace theme storybooks are not recommended because the ideas were too immature to match our higher education level. * PC Board, Electric components, and Switches would be more matched with the immersive learning since the topic is more powerful, more technical and more to design, or else there is no secret to the market. | | | | | | | | | DOM ONG  MUHAMMAD ZAFRAN SHAH BIN ASRAB ALI | | | | 2.00pm – 2.30pm |
| Demonstration   * Designer laptops can do much design since immersive learning is tasking more graphic, so it is preferred in a cooling room. * The main components would be the three cameras that capture the face, third-person view, sensor, and stylus pen. * Most AR VR immersive learning uses goggles, but the demo does not. * It brings the object out of the screen by using stylus pen.  1. Heartbeat simulation 2. Engineering component simulation 3. Electromagnetic field simulation | | | | | | | | | DOM ONG  MUHAMMAD ZAFRAN SHAH BIN ASRAB ALI | | | | 2.30pm – 3.30pm |
| Documentation requrement   * How immersive learning helps in the industry * How IT supports immersive learning, enhances industrial training, and so on. * The pros and cons of digitalization to support immersive learning. * Software tools to support immersive learning. | | | | | | | | | DOM ONG | | | | 3.30pm – 4.00pm |
| 4. Action Items | | | | | | | | | | | | | |
| **Action** | | | | | | | | | **Owner** | | | | **Due Date** |
| Domentation | | | | | | | | | LIM HON SHEANG  DANNY CHAN YI XIANG  GOH QI YUAN | | | | TBC |
| 5. Next Meeting (if applicable) | | | | | | | | | | | | | |
| **Date:** (DD/MM/YYYY) |  | | | **Time:** |  | | | **Location:** | | |  | | |