UTM NEWS

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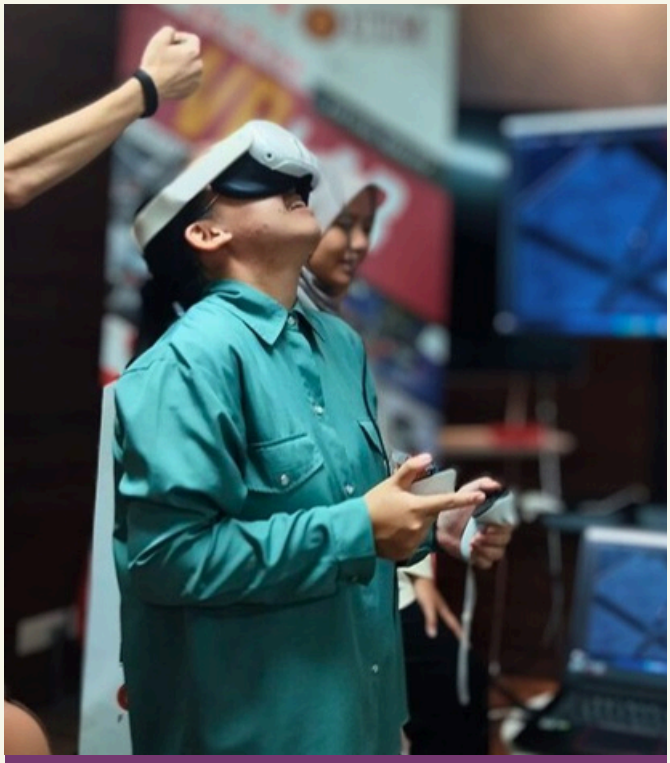

WHAT IS MAGICX?

Founded in 2013, Media and Game Innovation Centre of Excellence (MaGICX) MaGICX at Universiti Teknologi Malaysia (UTM) focuses on advancing research and promotes technology development in multimedia, particularly in immersive technology like virtual reality (VR). It also offers an environment for students and reseachers to explore different fields like augmented reality (AR), mixed and virtual environment, and so much more.

Hosted by Assoc. Prof Dr Mohd Yazid Idris, the director of MaGICX, explained about the vision and mission behind the cooperation and introduced us some of the technologies made by MaGICX.

https://research.utm.my/magicx/about-us/

VR SPORTS: RIDING IN MOTION

Powered by Unity, this is one of MaGICX VR innovation in which players can ride a bicycle in a virtual setting.

To set up, players must properly wear an oculus, which is a headset that connects to the screen, and sit on the bicycle. This is a great innovation for those who wanted to try cycyling and those who have certain movement disability without worrying the risk of cycling. It also serves as an effective fitness tool, enabling users to track their performance and stay active in a fun and engaging way.

GROUP MEMBERS :
1. Joyce Puyang Maurice Utap (A24CS0090)
2. Tang Shuhan (A23CS4058)
3. Abdullah Al Toufiq(A23CS4033)
4. Sumaita Alam (A23CS4056)
5. Vasila Sujavudeen (A23EC9012)

VR LAB: EXPERIMENT MADE EASY

MaGICX also launched VR Lab, a web-based virtual reality platform that covers a wide range of science domains from various faculties, including the Faculty of Built Environment and Surveying (FABU) and the Faculty of Chemical & Energy Engineering.

One of the experiments we explored was the FABU experiment, where we built the basic structure of a building using different components. Initially, navigating the experiment with the touch controller felt a bit confusing, but as we got the hang of it, we were able to effectively manipulate the components and design a structure step by step.

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OUR REFLECTION

TThroughout this industrial visit, we were amazed by the vast capabilities of VR in the real-world industry. For example, VR can be used to simulate real-size underwater pipes, which would be difficult to create and estimate if done physically.

Our visit to UTM Magic X was not only fun but also enlightening, providing us with a firsthand look at how virtual reality and other technologies can transform educational experiences. It's clear that UTM is at the forefront of integrating technology into higher education, preparing its students for the demands of the future.

Thank you for the wonderful insights, MaGICX!