# INDUSTRIAL VISIT: MAGICX

TECHNOLOGY AND INFORMATION SYSTEM, SECTION 08, GROUP 8

#### **31 DECEMBER 2024**



#### SUMMARY OF THE VISIT

The industrial visit was held at MaGICX, or Media and Game Innovation Excellence which is located at T03, Level 1, University Industry Research Laboratory (UIRL), Universiti Teknologi Malaysia. MaGICX is a research lab that focuses on application of virtual reality (VR), augmented reality (AR), metaverse in daily life and also development of games and media..During the visit, there are about 17 students present and also lecturer Dr Suriati binti Sadimon that had accompanied us for this visit.

At MaGICX, students were introduced about the role and acheivement of MaGICX and also showcased technologies that are developed by MaGICX, which are VRLab and VRSports. Students are also being introduced to several programme and event that are organised by MaGICX., which are Technical Conference, MaGICX Professional Programme and Unity Certification Programme.

#### **GROUP MEMBER**

1) GOA WEI SIANG A24CS0077 2) SALEEM A21EC4055 3)MOHANNAD A21EC4027 4)RUSLAN X24EC0005

#### **CONTENT:**

SUMMARY OF THE VISIT TECHNOLOGIES AND ISSUES DISCUSSED AT THE VISIT REFLECTION





## TECHNOLOGIES AND ISSUES DISCUSSED AT THE VISIT

**VRLAB & VRSPORTS** 



#### REFLECTION

### WHAT IS THE INSIGHTS GAINED FROM THE INDUSTRIAL VISIT ON HOW THE INNOVATION HELPS HUMAN LIFE IN PARTICULAR ASPECT?

The visit showed Us how VR can makes learning and sports more fun and interactive where. VRLab helps with safe learning, and VRSports makes staying active enjoyable. other than that, the inovation in vr may also allow those that cannot experience the actual thing to be able to experience them virtually. The Innovation in VR may also drive in manufacturing industry as they could build prototype in the virtual world instead to save cost.

#### **GROUP MEMBER**

1) GOA WEI SIANG A24CS0077 2) SALEEM A21EC4055 3)MOHANNAD A21EC4027 4)RUSLAN X24EC0005

#### **VRLAB**

VRLab is an advanced virtual reality platform designed for educational and experimental purposes. It allows users to simulate real-world scenarios, conduct experiments, and visualize concepts in a highly interactive virtual environment, enhancing learning and innovation. Hence, this allow users to conduct experiment safely since it is done in virtually.

#### **VRSPORTS**

VRSports is a virtual reality platform that focused on sports training and entertainment. It enables users to practice and refine their skills in various sports through real time recording and immersive simulations, which may help improve athletes performance while offering a unique and real-world like experience.



