



Internship Evaluation & Reporting

Thank you for taking the time to complete this form, this evaluation will be used to assess the student's participation in the internship program.

Supervisors, using the form below please evaluate the student who interned with your organization, institution, or business. You can fill out this form electronically or you can fill it manually but eventually it must be signed and stamped from the company's side.

Please note that part I $\&$ III should be completed by the intern, part II should be completed by the d supervisor in the company.	irect
Part I. GENERAL INFORMATION - STUDENT'S INPUT	
Student Info:	
Student Name: Mariam Adel GUC Student ID No.: 43-2045	
Faculty: Media Engineering technology Major: Computer Science	
Student Mobile No.: 01069215952	
Internship Info:	
Company Name: German University in Cairo	
Core Industry/Business: Research and Education Country: Egypt	
Supervisor Name: Slim Abdennadher Supervisor Job Title: Professor of Computer Science	
Supervisor Tel. No.: Supervisor Mobile No.:	
Supervisor E-mail: Slim.abdelnnader@guc.edu.eg Training Department(s): Media Engineering	and
technology	
Source of internships: (1) SCAD office (2) on my own (3) Referrals from GUC TA/Dr. (4) Recruitment website (5) others:	
Work Place: (1) Organization (2) Head Office (3) Branch (4) Factory (5) Site (6) Others:	
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Part II. EVALUATION AND COMMENTS - DIRECT SUPERVISOR'S INPUT	
Period of Internship (dd/mm/yyyy) (dd/mm/yyyy)	
From: _1/_8/2021 To: _30/8/2021	
Internship nature (Enrollment Status)	
€ Part time Please specify, no. of Days per week: hours per day:	
€ Full time Please specify, no. of Days per week: 5 hours per day: 8	
Company Stamp	

For SCAD internal use only

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Serial no.	SCAD Comment	Academic Reviewer Comment	Academic Reviewer Signature
	il a		☐ Accepted ☐ Rejected
			Reason of rejection:





Please evaluate student's performance by marking the appropriate box:

For each of the following aspects, please mark the box in the rating scale that most closely corresponds to your evaluation of the profile of the student during the internship period. Please also feel free to offer comments and suggestions for changes and improvements in the space provided at the end of the form.

1=Unsatisfactory 2=Below Average 3=Satisfactory 4=Above Average 5=Excellent

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=Unsatisfactory	2=Below Average	3=Satisfactory	tory 4=Above Average			ge	5=Ex	cellent
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Computer Programelease use space below in coordingly	ms & Databases n specifying the program,	software used during the i	nternship	and eva	aluate s	tudent's _l	performa	nce
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Part III. INTERNSHIP REPORT - STUDENT'S INPUT

- This report has to be prepared by the student, it must be prepared and written in a **computerized** format, submitting the report in hand written format will not be accepted.
- Kindly refer to the Internship Report writing Guidelines on the GUC intranet SCAD office folder.
- This report will be reviewed and evaluated from internal faculty members.

Internship Title:Researc	n in Teaching	Arabic Diacritics	Using Augmented	Reality
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Company / Organization Name: ----German University in Cairo

<u>Introduction</u>

I am writing to summarize my experience last summer working in the GUC on my bachelor thesis. The Project was to develop a series game to teach Arabic Diacritics in a fun interactive way using Augmented Reality. At the start i knew nothing about series games or Augmented reality, so i started my research with background reading on these topics and searched for series games available on the stores and online teaching Arabic language and arabic diacritics to be more accurate. In this report I will give you a brief description of the company and the tasks I was responsible for there as well as the benefits I gained from my internship

About the Institute

The German University in Cairo is an independent, non-profit oriented Egyptian private institution, managed by a consortium of Germans and Egyptians with the vision of building a leading Center of excellence in teaching and research that will effectively contribute to the general welfare nationally and internationally and endeavour the scientific, technical, economic and cultural cooperation between Egypt and Germany.

you can check the company website there:https://www.guc.edu.eg/en/about_guc/





My Tasks

Working on the project took 4 month, but the internship period was 4 weeks and ended on the 30th of August. Here is an overview about the project Arabic is the world's second most widely used alphabetic writing system. It is critical to learn Arabic, especially if you live in an Arab nation like Egypt, where this study was conducted.

Learning Arabic Diacritics is very crucial to master the language and be able to understand it. A few applications were discovered to teach Arabic diacritics in a fun interactive method. As a result, it is essential to begin teaching young pupils Arabic Diacritics at an early age. Why not create a serious game to assist young children

in learning Arabic Diacritics? Especially if the game makes use of AR technology. The primary objective of this thesis paper is to create, implement, and analyze an AR serious game that may assist young aged children in learning Arabic Diacritics and moving with the Egyptian Arabic syllabus to aid kids and instructors at school in teaching them in an entertaining method. The purpose of this game is to compare the effectiveness of an engaging Augmented Reality (AR) serious game on children's academic learning gain to a 2D learning game with identical incorporated themes.

The study was done on children aging 4-5 years old where they were separated into 2 groups to test the developed applications, one group testing the 2D game while the other is testing the AR game. The students had to complete pre and post-tests to analyze their learning gain. Additionally, their parents or teachers had to answer an engagement test where the study makes a comparison of the engagement of students when playing the 2d game and the AR game. The results concluded that Children who played with the AR game Shakileeny had a higher learning gain percentage of 83% compared to 54.7% of the children who played the 2d game. Moreover, the analysis showed that





children who played with the AR game were more engaged in the game compared to the children who played with the 2d game.

The steps followed to complete this project are followed. Firstly, I conducted a background review on past research done to understand more about series games, Augmented Reality and the Arabic language. Then, I tested the previous application done for similar purposes as my game. Afterwards, I started to build my project using Unity and with the aid of AR foundation (A google plugin) to enable Augmented reality features. This was done after having an extensive research on what is the best development platform to use. After completion of building the app and a lot of trial and error, it was the testing phase. I tested the project on children aged 4 - 5 years old and compared it with a 2d game and then conducted tests to validate the hypothesis of the research as mentioned above. To end this process had to write my bachelor thesis using overleaf and conduct a presentation to present my work to my supervisors Prof. Slim Abdennadher and Eng. Ghada bahaa Also the presentation was done in front of an external professor.





Internship Evaluation

I gained really lots of valuable skills, before I started the project I knew nothing about Augmented reality and series games. But after I joined I learned a lot about them. Now I have much more confidence in my skills. I must admit that the internship matched my expectations. Now I knew more about producing a series game from scratch to a fully functioning game and I developed a skill in using Unity software. Actually working on this project had me develop my analytical thinking and helped me in my research skills.





Conclusion

All in all, I gained so many technical skills as well as interpersonal skills from working on this project .Some of the technical skills that I learned was how to build series games, how to use unity, gained an extensive overview on c++. Also, the mindset of how to research and how to write A research paper. I gained a lot of interpersonal skills on how to deal of people with different ages from children of the age of 4-5 years old to adults af of their parents to academics as of my supervisors and also my colleagues who where working on similar projects as we where helping each other if we found a good resource. I must say that the happiness of seeing your work working correctly and having to see your research written and presenting it is really exceptional, only then you will feel that your work has really paid off.

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riease rate your satisf	action with the internship expe	illelice.		
\square Very satisfied	\square Somehow satisfied	\square Neutral	\square Somehow dissatisfied	\square Very dissatisfied
Would you recommend	d this internship to other collea	gues?		
☐ Yes	□ No	\square Maybe		

References: (If any external sources are used, provide references for any information quoted)

Appendices:Na

Disclosure / Confidentiality Agreement

This agreement is to acknowledge that the information provided by any company / organization during the internship is unique to this business and confidential.

Therefore, anyone reading this agreement agrees not to disclose any of the information provided during the internship without notifying & taking the employer's / supervisor's approval.