

Reflection Report

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In this project, I was responsible for developing an engaging video demonstration on Topic 2: Coordinate Frames and Transformation, using GeoGebra 3D. The main purpose of the modeling was to help beginners visualize the behavior of coordinate systems in three-dimensional space, especially when applying rotational transformations. This video is designed to present concepts in a clear and structured way, allowing viewers to observe changes in focus through interactive visualizations rather than relying solely on mathematical formulas. One of the major challenges faced in accomplishing this task was ensuring that the simulation was not only technically accurate, but also visually clear and appealing to an audience with limited knowledge of 3D coordinate systems. In addition, careful consideration was required while choosing appropriate explanations and visual steps to make the demonstration easier to understand. This experience helped me get a better understanding of coordinate system rotation and increased my ability to use GeoGebra 3D as an effective visualization tool for communicating abstract topics in a more intuitive and accessible manner.