

DECEMBER 31, 2024



Immersive technologies

Newsletter on MaGICX

Summary

Students of Course SECP1513 (TIS) Section 8, went on a visit to the Media and Game Innovation Centre of Excellence, or in short MaGICX, Universiti Teknologi Malaysia, Johor Bahru, on 31st December 2024. MaGICX was established in the year 2013 for gamification and digital enrichment of content. It plays a vital role in the creative industry ecosystem. The aim of the visit was to gain an insight into MaGICX's latest VR innovations.

Technologies and Issues Discussed

During the visit, Prof. Madya Dr. Mohd Yazid Bin Idris from MaGICX gave an extensive talk on the institution and the state-of-the-art technologies being developed there. He underlined the relevance of immersive technologies in the contemporary industry and education, highlighting the practical applications of the technology today and in the near future.

Prof. Madya Dr. Yazid introduced the VR Lab, which enables users to enter virtual laboratory environments and carry out tasks that could get them injured in real life in a safe and controlled environment. This facility is very important for training and experimentation purposes, especially in fields related to occupational health and safety. The MaGICX team presented various applications of VR, including simulations for offshore training and virtual heritage explorations, showing the versatility of VR.

Collaborative Virtual Lab Platform



Improved Safety in Training: The VR Lab provides a safe environment to perform potentially hazardous tasks, reducing injury risks.

VR Cycling System

Prof. Madya Dr. Yazid also presented the VR Cycling System, which amalgamates physical cycling with the concept of virtual reality in an interactive way of exercising. Data obtained from users help in performance tracking to virtually race one another for better fitness and more involvement. Possible applications of such systems in encouraging active lifestyles and rehabilitation programs were underlined.

- **Improved Physical Fitness:** The VR Cycling System offers an engaging way to exercise, motivating users through virtual competition and performance tracking.

Data-Driven Insights: Both systems enable personalized feedback and continuous improvement, which is very beneficial in education and fitness.

Reflection from the Visit

The visit to MaGICX, led by insights from Prof. Madya Dr. Mohd Yazid Bin Idris, was enlightening, as it demonstrated how VR technology is used to enhance safety, education, and physical fitness. These demos showcased how VR would eventually change the traditional way of training and exercise, making it more fun and effective. This had inspired the attendees to consider integrating such technologies into their respective fields, realizing that VR is making a significant impact on society. Moreover, further contribution from MaGICX as the recognized Industrial 4WRD Immersive Tech Competence Centre by the Ministry of Higher Education and the Ministry of International Trade and Industry through training and facilities in immersive technology further shows its importance to national development.



For more information on MaGICX and the programs they have in store, visit MaGICX at <https://magicx.info>.

GAN YAO TONG
A24CS0075

KISHANTINI A/P
PARIMESWARIN
A24CS0097

MD TAMIM
SHAMS
A24CS4025

DASHITA A/P
GAUTHAMAN
A24CS0065

VIKASH RAJ A/L
KATHIRASAN
A24CS0207