

ARistory

Kit Pembelajaran Sejarah AR

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PRODUCT DESCRIPTION

ARistory is an innovative project designed for the "Raja Berperlembagaan dan Demokrasi Berparlimen" topic within the SPM Sejarah syllabus. Tailored for SPM Sejarah candidates, this AR app utilizes Blender for 3D modeling, Unity for development, and Vuforia for augmented reality integration. It offers an engaging and interactive approach to learning Malaysian history, featuring three key modules: Notes in AR, Multiple Choice Quiz, and Board Game, crafted with cutting-edge technology to enrich the educational experience.

PROBLEM AND CAUSES

Lack of interactive learning platform.

Difficult to understand the content of the syllabus for History subject.

Lack of opportunities for self-assessment and reflection in History subject.

SIGNIFICANTS AND BENEFITS

01

Engages students

ARistory makes learning history interactive and fun, keeping students engaged.

02

Deepens understanding

It helps students better understand Malaysian history through immersive experiences.

03

Modernizes Education

ARistory integrates advanced technology into classrooms, enhancing learning environments for today's students.

OBJECTIVES

To develop an interactive learning platform and engaging content for History subject using Augmented Reality (AR).

01

To create an interactive notes and accessible resources for History subject using infographic, sound, graphic and 3D object.

02

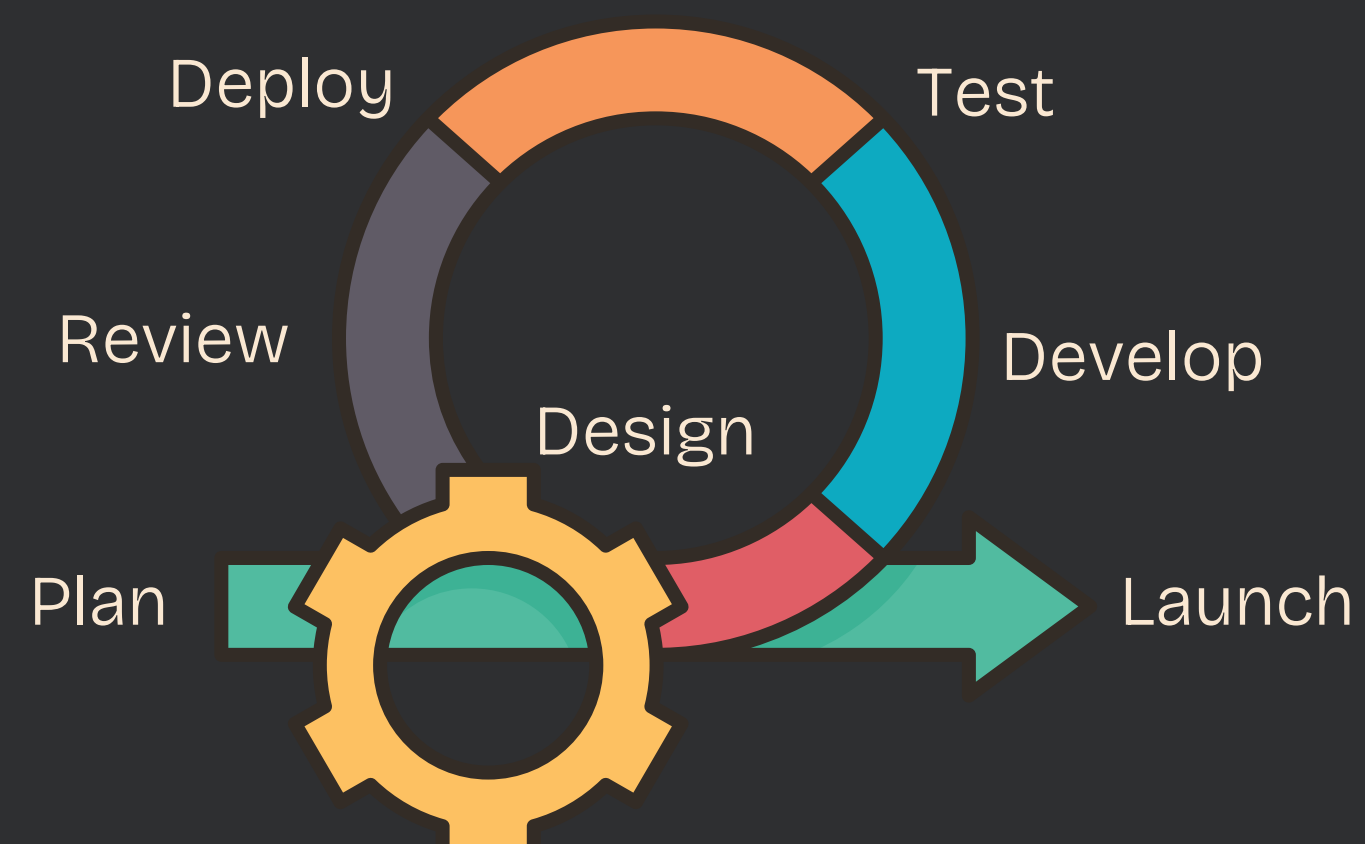
To develop interactive and exciting self-assessment tools using Augmented Reality (AR) that include interactive games and quizzes.

03

CONCLUSION

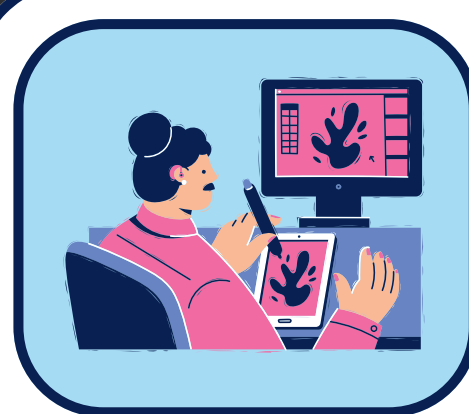
ARistory transforms Malaysian high school history education by integrating Augmented Reality (AR), offering interactive learning experiences. It encourages critical thinking and deepens appreciation for Malaysia's history and culture while providing teachers with innovative tools for dynamic lessons and collaborative learning. ARistory promises a brighter future for education in Malaysia through engaging AR-enhanced history lessons.

METHODOLOGY & MATERIAL



We chose Agile for ARistory to foster flexibility and responsiveness. It enables us to iterate quickly, incorporate feedback seamlessly, and deliver a refined educational product that meets evolving user needs efficiently.

COMMERCIALIZATION POTENTIAL



EDUCATIONAL ENHANCEMENT

Engages students with interactive Augmented Reality (AR) modules that bring historical figures and parliamentary democracy to life.



CURRICULUM INTEGRATION

Tailored for history classes covering the Malaysian syllabus on constitutional monarchs and parliamentary democracy.



TECHNOLOGICAL INNOVATION

Utilizes advanced AR technology to deepen understanding and retention of key historical concepts.

SURVEY

A survey has been conducted on 40 of our users regarding the effectiveness of AR learning method using ARistory: Kit Pembelajaran Sejarah AR application. The survey results are as follow :

81%

81% of users agree that Aristory : Kit Pembelajaran Sejarah AR has interactive and user friendly interfaces.

70%

70% of users found the quiz in the application very effective.

74%

71% of users rated it was easy to navigate between sections in app.

67%

67% of users agreed that the AR element in the application is engaging and interactive.

6th
dTIX 2024

DIGITAL TECHNOLOGY, INNOVATION, IDEA & EXHIBITION 2024

Jabatan Teknologi Maklumat dan Komunikasi
Politeknik Sultan Idris Shah

