Research

Virtual Reality Project ‘Car Manufact Simulator’ grabs visitors’ attention

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GAMBANG, 2 June 2024 - The Virtual Reality Project ‘Car Manufact Simulator’ by Universiti Malaysia Pahang Al-Sultan Abdullah (UMPSA) student, Amirul Aidil Hasnul Azan grabbed the attention of visitors at the Advanced@TVET UMPSA booth during the recent Jom Masuk U 2024 East Zone II at the Sports Complex Hall, UMPSA Gambang Campus.

His project not only received the attention of visitors from school students and parents but also sparked the interest of Tengku Panglima Perang Tengku Ahmad Ismail Mu’adzam Shah who also visited the Virtual Reality (VR) booth.

According to Amirul, the project is the Final Assessment for the BCM3103 Virtual Reality course which is the core and mandatory course for the Bachelor of Computer Science (Graphic and Multimedia Technology) program with Honours.



“I was fully supervised by Dr. Saradatul Akmar and Dr. Danakorn Nincarean during the production stage of this project which took about two months.

“Dr Saradatul Akmar gave several evaluation processes and assignments before I managed to

produce this project.

“This project allows users to experience what it is like to be in a car manufacturing plant,” he said.

For him, Car Manufact Simulator provides a different experience for users because they will be able to feel the experience of being in a car manufacturing plant and can even install or remove any part of the car body.

“The process of producing this project is quite complicated because I need to focus fully on the body parts of the car in more detail so that users can feel the real experience,” he said.

Meanwhile, according to Dr. Saradatul Akmar, the project by Amirul Aidil is one of the best projects evaluated by them for Semester I 2023/2024.

“Therefore, the project is selected to be exhibited at the Advanced@TVET UMPSA booth during the Jom Masuk U programme.

“Basically, students are given the opportunity to submit their ideas in line with the theme we give, namely Virtual Training System and we refine the overall idea and development of VR in the classroom during laboratory sessions and lectures so that students can produce VR applications while meeting the scoring rubric for the final assessment.

“Students are taught to develop VR applications hands-on for four weeks starting in the seventh week,” she said.

She added that after the ninth week, students need to propose ideas to develop VR applications based on the set theme, namely Virtual Training System.



“During the period of the idea and realisation of the project development, Dr. Danakorn and I closely monitored, supervised and assisted him in the VR production.

“We provided advice and help if he had problems when developing the project.

“We also encouraged him to meet and refer to us if there were problems that he could not solve,” she said.

Dr. Saradatul Akmar also invited UMPSA students who are interested in VR to enrol in this course through the UMPSA Open Specialisation Certificate Program (SPT).

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