INTERACTIVE UMRAH

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Abstract
Virtual Reality or VR has the unique advantage of being able to provide an immersive experience to users whilst giving a different experience. Being immersed in learning motivates people to fully understand it regarding of what the person is learning. Umrah is a pilgrimage that is quite confusing to understand for young person who is not yet performing it. Interactive umrah is about experiencing Umrah in mobile application with mobile virtual reality technology. The main goal of this project is to develop a mobile virtual reality application using Unity 3D. To develop this project, the ADDIE method really helps to organize and ease the developing processes. It is hoped this study will attract teenagers to learn in unique and interesting way while increase the use of mobile VR technology in travelling agencies, companies and possibly made the learning environment more convenient.

Keywords: multimedia, VR, interactive multimedia

1. INTRODUCTION

Umrah is a pilgrimage which Muslims must pay attention to understand the journey and process before heading to the sacred land. As an early preparation, the travel agencies of pilgrims will provide courses for participants to join that will help them understand the situation and the process better. Participants are also given the freedom to bring young children and other family members to attend Umrah courses as well.

In addition, the Ministry of Education Malaysia has also provided a syllabus for middle and high schools in preparation for the young people to understand better before performing this sacred pilgrimage properly.

This project will be discuss the background studies on the "Umrah VR" mobile application using Mobile Virtual Reality (mobile VR) technology. It will focus on analysis phase for the mobile application development. This covers all the detailed project documentation such as problem statement, scope and objectives for the project. It also discusses about why the project is needed. This chapter also provided the overview of background for this project that can help readers to understand this project easily.

2. OBJECTIVE

1. To attract users especially children to understand umrah by using multimedia elements in fun learning environment.
2. To let user experience and remember the umrah pillars by immerse in the virtual world somewhat like the real practice.
3. To create a mobile VR application for umrah experience by using Virtual Reality technology.
4. To create a new method of umrah courses to approach children.

3. NOVELTY & INVENTIVENESS

This Umrah VR is expected to be an enhancer for pilgrims to learn and understanding umrah since the VR itself is a technology to create a simulated environment. Unlike traditional user interfaces and previous technology, Umrah VR places the user inside an experience. Instead of viewing a screen in front of them, users are immersed and able to interact with 3D worlds. By simulating as many senses as possible, such as vision, and hearing, the computer is transformed into a gatekeeper to this artificial world of umrah.

4. PRACTICALITY & USEFULLNESS

This Umrah VR is expected to help children to learn and understand hajj in a fun learning environment. In addition, Umrah VR is expected to give user experience and remember the Umrah pillars by immerse in the virtual world somewhat like the real practice.

5. CONCLUSION

Multimedia is supposed to be a problem solver for something complex. Umrah VR will be the answer to the problem of umrah complexity especially to children. this fun way learning method will facilitate the learning of umrah in school if implemented and used as a teaching aid. Apart from that, Umrah VR is also able to help Umrah agencies conduct umrah courses throughout Malaysia.