ExCEL Activity Report

CGMA Skills Share 2022 (CSS '22): Degree++ Augmented Reality

Name: Tham Chuan Yew

Matrix Number: A20EC0166

Program: SECVH Computer Science (Graphic and Multimedia Software)

Batch: 2021/2022

Academic Advisor: Dr Suriati Binti Sadimon

Justification in joining the activities:

Degree++ Augmented Reality is an activity held by Computer Graphics and Multimedia Association (CGMA) to give students a better understanding of the technology surrounding augmented reality. with the intent of having seniors share their internship experiences. This activity was held online via Google Meet on January 15th, 2022. The main objective of this program was to enlighten students on the differences between augmented reality, virtual reality, and mixed reality, as well as teach students the fundamentals of augmented reality.

Graduate Attributes:

1. Enterprising Skills:

   Enterprising skill is encouraged in this event as students were shown the capability of augmented reality in real world usage. The instructors also provided examples of applications that use augmented reality, encouraging us solve problems using augmented reality.

2. Thinking Skills:

   There was a task at the end of the program whereby students had to apply the knowledge of augmented reality they learned and with their creativity, display selected object of their choice in real life. The output was then submitted on Edmodo.

3. Communication Skills:

   Communication skill was also relevant in this program. This is because the software required for this event might work differently on different computers. Students often needed to ask for help when the software encountered errors and could not produce the intended output. Other instance includes needing to ask questions when students could not really understand the instructions provided by the instructors.

Content of the activities:

Degree++ Augmented Reality began at 7.30 a.m for registration. Due to the pandemic, it was conducted online via Google Meet. After the registration, our first instructor, Dr Ajune Wanis binti Ismail gave a detailed introduction about augmented reality, virtual reality, and mixed reality. Then, Dr Ajune started the practical activities and we followed along. After our lunch break, we had another two lovely instructors to guide us more on how to produce outputs involving augmented reality. At about 5.30 p.m., after the closing ceremony, we were given a task which is to use the knowledge gained and our creativity to produce a simple augmented reality sample.