Title: CGMA Skill Share 2019 (CSS 19): Degree ++ Augmented Reality

 This program was held on 23th March 2019 from 9 am to 5 pm at CGMTL, N28, UTM and was organised by CGMA. The graduate attributes related to the activities conducted are communication skills, thinking skills and adaptability. My role in this program is as a participant that takes part on the activities conducted.

 This program is a workshop to introduce and expose students to Augmented Reality’s theoretical and practical practice using ARToolkit and Unity software that students can follow to start improving their programming skills. The event starts with a brief introduction by the instructor about activities of the program. We were asked to install the unity software and ARToolkit that used throughout the program. Other than that, we have given a piece of paper consist of four types of picture that will be detected by the camera to produce some illustration on the screen. We were taught step by step by the instructor with the help of some seniors until all of us have achieved the final product. During the activities, I had some problems to produce output from my screen and the instructor and seniors were really helpful and willing to share their knowledge and explain about the cause of the problem.

 For me, this program was really good and beneficial to SCSV students especially first year students as we are still trying to adapt more in the field of the course. At the same time, my communication skills have improved by discussing about the topic with my friends, the instructor and seniors of SCSV. Other than that, we can train our thinking skill on each step of the process to produce the desired output. This program enhanced my interest in the academics as I feel curious and want to explore more about Augmented Reality. Some challenges that I faced include remembering the steps of using the software and limited time on exploring more about Augmented Reality but I will try my best to remember things by taking some notes for reference and manage my time wisely so that I can explore more not only for Augmented Reality but more things about the course.

Evidence on participation



