“PUNDANA GO!”

INTRODUCTION
“Pundana Go” is an augmented reality (AR) game-based product.
- It is being used to conduct freshies’ orientation programme at UTM Puncak Pundana campus.
- Helps freshies to identified places within the university eg location of library, classes, lecturer’s rooms.

OBJECTIVE
- Improve freshies’ orientations, more fun and enjoyable.
- Exposed user to new learning process and perspective.
- Encourage the use of educational AR applications.

METHODOLOGY
1. Install Aurasma Application (readymade application that use augmented reality as the element.)
2. Facilitator guides freshies to match all related Aurasma element with “Pundana Go!”
3. Freshies are able to see the learning process which is focusing more on learning by doing and the ability to create their own experience throughout the game.

ADVANTAGES/UNIQUENESS
- Increase learning motivation and effect by making learning fun through game elements.
- Easy to use and relevant for everyone as students can view digital materials anywhere as long as they have smartphones and internet.
- Eliminate the facilitator’s work redundancy during orientations.

IMPACT ON SOCIO ECONOMY/HUMANITY/SOCIETY
Society will get amazing experience as the application allow for the geo-tracking games. The new students also will get interested to attend the orientations programmes and increase numbers of attendance.

CONTACT PERSON
Nurul Hamid Han
ahammid95@myemail.com
027-7684754