Learning Anatomy for Pre Schools Via Kinect Technology

by

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12019

Dissertation submitted in partial fulfilment of

the requirement for the

Bachelor of Technology (Hons)

(Business Information System)

1st August 2012

Universiti Teknologi PETRONAS

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ABSTRACT

In this project, we will discuss about the development and implementation of Kinect in learning body parts for pre-schoolers. The objective of this project is to introduce a new form of learning to children, to explore the use of Kinect based technology on science subject in schools, to develop a Kinect system for biology subject and make it more interactive, and finally to evaluate the reaction and acceptance of this technology in learning. The reason this project was decided is that to improve the current method of learning in schools. Traditional learning styles are usually boring and linear. This had caused some students to lose interest in the subject. So teachers are in constant need to do something to attract student's attentions and gain their interest. This is where my project comes in.We will develop software that uses Kinect technology to make learning more fun. Since we only have about 3 months time to develop this project, the methodology chosen for the system development is Throw-away-Prototyping. The reason this method is chosen is that it is fast and it helps to give clearer view of what the final product will looks like.In the course of the development of this project, there is a few problems that encountered. One of them is that it is not possible to use 3D model in the project within the time frame. So the solution is that pictures or images will be used instead of 3D models. The final prototype will have 3 main functions; the head where the students can learn about parts of their head or faces, the second part is the body where the student can learn which part of the body is called what. The final part is the extra where the pre-schoolers can have some fun.

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