

CHAPTER 5

CONCLUSION AND FUTURE WORK

This final chapter will discuss the summary deduced from the result of Chapter 4 and suggested future extensions. The finding from the questionnaire that has been obtained from respondents to evaluate the appropriateness of the application in terms of usability and functionality has proven this research had achieved the research objective and all the research question that has been answered.

5.1 Project Summary

After completion of the project, based on the respondents feedback then it can be said that Wood Carving Art AR mobile application has a good benefit in learning and understanding difference of craft technique, tools and materials. Therefore, the Wood Carving Art AR mobile application that can be used as a, interactive tool to support online learning in industry 4.0 environments.

By this project, justify the appropriateness of Augmented Reality interactive application in the context of KSSM Visual Arts Education Form 4 has been achieved by modelling 3-Dimensional object and display realistically. Compare to the solAR that was developed to teach students about solar system and their planet information in 3-Dimensional Augmented Reality. The Wood Carving Art AR mobile application can provide a digital way for learners to interact with 3-Dimensional models, text and buttons when user can seek and find real world applications related to statements in Wood Craft of what they are learning in school.

This application covers different subtopic of wood craving art that allows students to read effectively to enhance their learning and differentiate importance of craft technique, materials and tools that interact with 3-Dimensional models to expand their knowledge and understanding

5.2 Contribution

This project extends the understanding on how creative and innovative technology has cooperated with education and helps to facilitate in learning process. The existence of Wood Carving Art AR mobile application able to meet the requirement of modern technology and accurate information along with beneficial skills and critical thinking.

Students can give more role to take ownership of their learning through the innovative approach that will provide students to think critically. They can get five technique examples with own made 3-Dimensional models in Augmented Reality.

3.3 Future Work

There are few recommendation of future work, namely:

1. Contents

The content of this application could be improved such as add the new Augmented Reality Scene for more craft examples with a new marker of Image Targets to provide a more knowledge and understanding of the topics.

Besides that content in Image canvas can be upgrade more accurate to overcome the failure of the user's device in reading the marker provided.

2. Implement in IOS Platform

The Wood Carving Art AR mobile application also can be deployed for IOS platform instead of Android platform where it is not limited to Android user only such as due to the increasing of the number of users using IOS system.