VIRTUAL STREAMYX TRAINING ENVIRONMENT (VSTE)

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ABSTRACT

Over the last decade, there has been a tremendous growth in the use of computers for the implementation of training processes at all levels within training systems. Undoubtedly, this growth was initiated to achieve high productivity with minimal cost in training in most organizations. As for virtual environment, nowadays, it has become the advanced computer graphics in virtual environment enabled training applications. Since most organizations are equipped with sophisticated and attractive facilities, virtual training environment has now become the important technique for both knowledge dissemination and skill acquisition. In this paper, a prototype of Virtual Training Streamyx Environment (VSTE) has been developed and discussed. Virtual Streamyx Training Environment is an application that enables user to undergo a training course anywhere at anytime to be an expert in a short time. Results for user evaluation on VSTE indicate that it has neutral usability in terms of three dimensions: Learnability, Perceived Ease of Use and Outcome/Future Use. The result also indicates that there is no significant difference between novice and expert for these three dimensions.
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# TABLE OF CONTENT

<table>
<thead>
<tr>
<th>Section</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>PERMISSION TO USE</td>
<td>I</td>
</tr>
<tr>
<td>ABSTRACT</td>
<td>II</td>
</tr>
<tr>
<td>ACKNOWLEDGEMENT</td>
<td>III</td>
</tr>
<tr>
<td>TABLE OF CONTENTS</td>
<td>IV</td>
</tr>
<tr>
<td>LIST OF TABLES</td>
<td>VII</td>
</tr>
<tr>
<td>LIST OF FIGURES</td>
<td>VIII</td>
</tr>
<tr>
<td>LIST OF ABBREVIATION</td>
<td>XI</td>
</tr>
</tbody>
</table>

## CHAPTER 1: INTRODUCTION

1.1 BACKGROUND.........................................................1

1.2 MOTIVATION FOR RESEARCH.................................2

1.3 PROBLEMS STATEMENT...........................................3

1.4 RESEARCH QUESTIONS..........................................5

1.5 OBJECTIVES......................................................6

1.6 SCOPE OF THE STUDY...........................................6

1.7 SIGNIFICANCE OF THE RESEARCH.........................6

1.8 SUMMARY..........................................................8
CHAPTER 2: LITERATURE REVIEW

2.1 INTRODUCTION .................................................9

2.2 COMPUTER-BASED TRAINING (CBT).............................9

2.2.1 IMPORTANCE OF CBT .......................................10

2.3 VIRTUAL ENVIRONMENT ..................................11

2.3.1 APPLICATIONS OF VE ..................................11

2.3.2 REALISM FOR VE DESIGN ..............................14

2.3.3 3D CONCEPT ........................................14

2.3.4 DESIGNING MULTIMEDIA SYSTEM ..................15

2.4 USABILITY EVALUATION IN VEs ..........................17

2.5 SUMMARY ..................................................18

CHAPTER 3: METHODOLOGY

3.1 INTRODUCTION TO METHODOLOGY ......................19

3.2 RAPID APPLICATION DEVELOPMENT ..................20

3.3 SUMMARY .................................................28

CHAPTER 4: DATA ANALYSIS

4.1 USABILITY EVALUATION ..................................29
4.2 INSTRUMENT FOR USER EVALUATION.............................30

4.3 VALIDITY AND RELIABILITY........................................32

4.4 COMPARISON BETWEEN NOVICE AND EXPERT GROUPS....36

4.5 SUMMARY.................................................................36

CHAPTER 5: DISCUSSION, FUTURE WORKS AND CONCLUSION

5.1 DISCUSSION...............................................................37

5.2 FUTURE WORK..........................................................38

5.3 CONCLUSION..............................................................39

REFERENCES.................................................................40

APPENDIX A: VSTE USER MANUAL

APPENDIX B: STORYBOARD OF VSTE

APPENDIX C: QUESTIONNAIRE
LIST OF TABLES

1.1 Research Question Table.........................................................5

3.1 The categories of Learning Process.............................................23

3.2 Likert Scale Classification........................................................26

4.1 General Information Data Summary.............................................31

4.2 Cronbach Alpha Values for All Dimensions.................................33

4.3 Descriptive Statistics for All Measures.......................................33

4.4 Descriptive Statistics for All Items.............................................34-35

4.5 Mean, Standard Deviation and Paired t-test for all measures........36
LIST OF FIGURES

3.1 RAD Methodology ................................................................. 21
3.2 Prototyping Processes ........................................................... 24
3.3 Questionnaire Research Flow Chart ....................................... 25
LIST OF ABBREVIATION

VSTE  Virtual Streamyx Training Environment

TM    Telekom Malaysia

CBT   Computer-based Training

CBI   Computer-based Instructions

VE    Virtual Environment

VR    Virtual Reality

HMD   Head Mounted Display

RAD   Rapid Application Development

3D    Three Dimensional

2D    Two Dimensional

ISO   Standard International Organization

GUI   Graphical User Interface
CHAPTER 1

INTRODUCTION

1.1 Background

According to Wikipedia, Virtual Environment is a "computer-based simulated environment intended for its users to inhabit and interact via avatars. This habitation is usually represented in the form of two or three-dimensional graphical representations of humanoids (or other graphical or text-based avatars) (Oliviera et al., 2000). Virtual Environments (VEs) have many potential applications, including education, training, design and prototyping, entertainment, rehabilitation, and research. The utility of VEs for many applications increases that spatial judgements are similar to the VEs as in the real world (Betty, Creem-Regehr, and Thompson. 2006).

The effectiveness of a VE may be defined in terms of enhancement of task performance, effectiveness of training, improvement of data comprehension and other applications (Micheal Meehan et al, 2002). VE can bring simulation-based training environments closer to real-life experience (Jeff Rickel, 1995). Virtual environments have been increasingly used for a variety of contexts; teaching in the lab, informal learning, distance learning, business, and e-commerce. (Selim and Elif, 2004).
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REFERENCES


