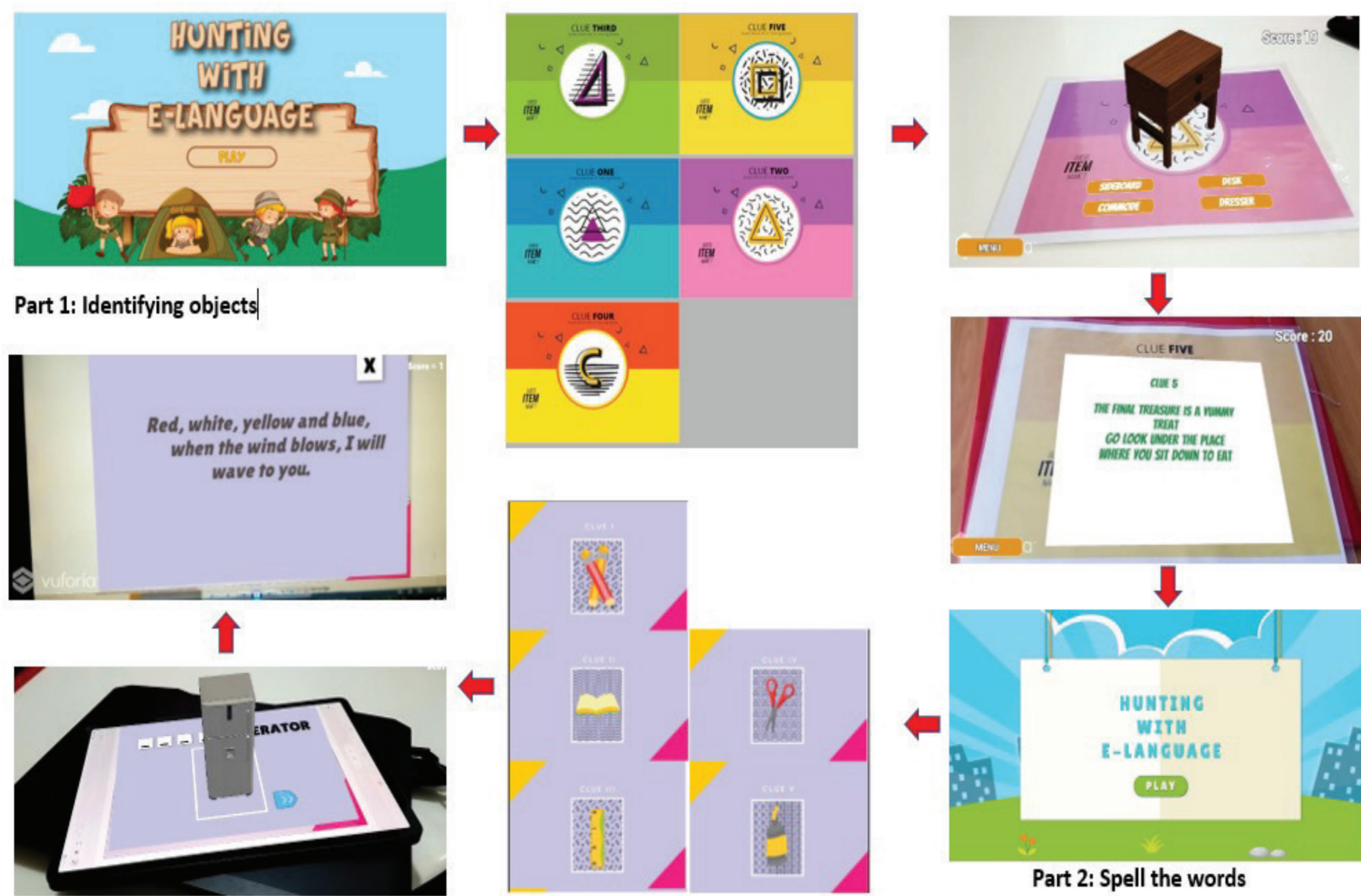


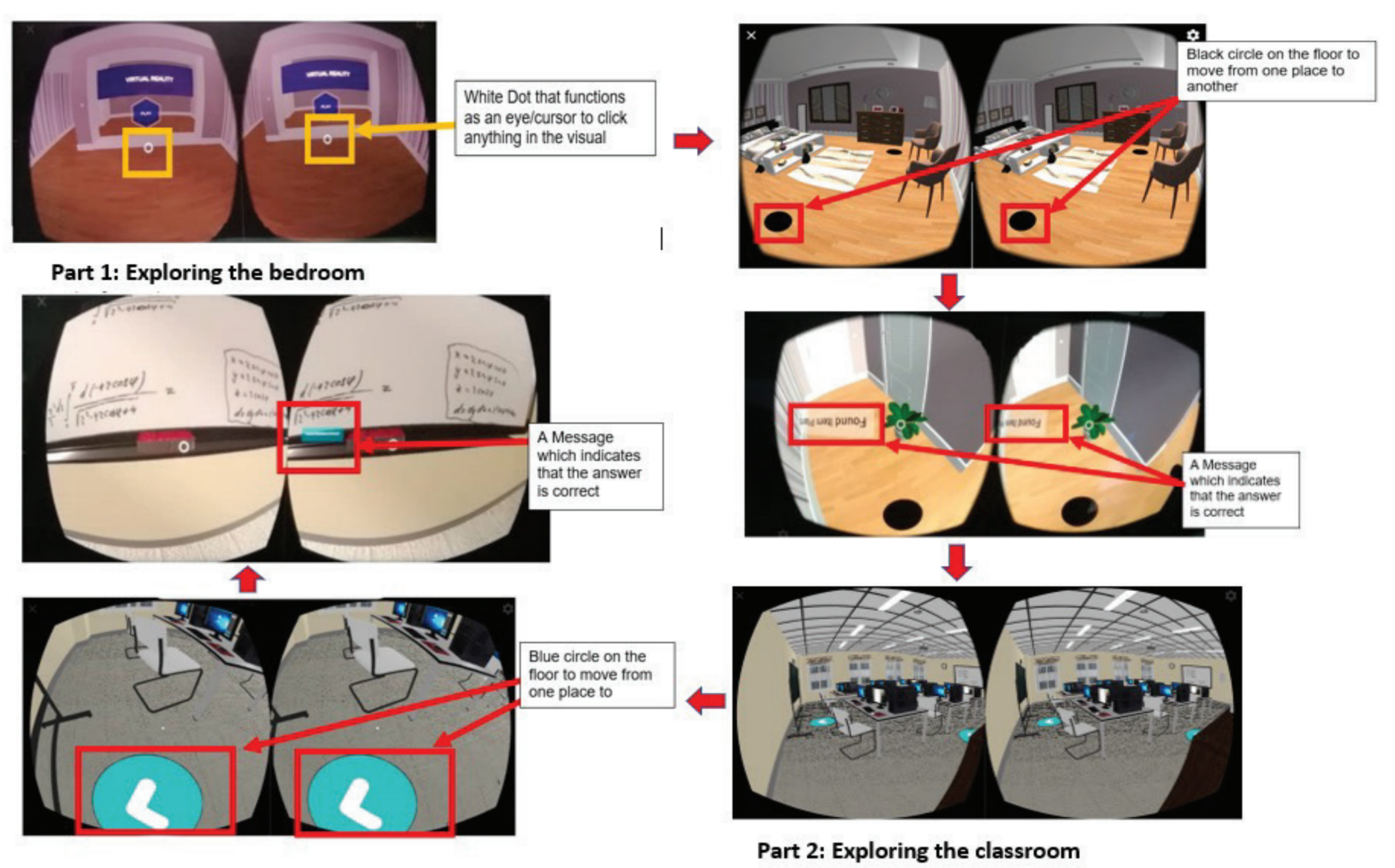
LEARNING WITH MOBILE-VR 'HUNTING WITH e-LANGUAGE'

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Level 1 (Recognize words)



Level 2 (Exploring the words)



TECHNOLOGY

Hunting with e-language is a virtual games set created by combining virtual and augmented reality to assist beginners, struggled learners and young learners aged 7 to 9 years old in learning English vocabularies in an immersive way.

CURRENT ISSUES

- Learning English as a second language is not an easy process for learners with language difficulty.
- These students will need practical usage that is immersive environment or context to learn English words.
- The environment is the key to social integration and limited access in L2 context constrains the full use of the language.
- Traditional learning materials is insufficient as these students will have difficulty to understand concept of the words.
- The hurdle of engaging a new language in context can be lowered by using the technology of AR and VR which enrich the learners' environment with three-dimensional visual educational content.
- Information is best absorbed through what they can use their eyes to take in and enjoy some hands-on experimentation that help them fully comprehend the information in front of them virtually.

INVENTIVENESS & NOVELTY

This learning set

- offers a portable 3D learning in which the apps and module for teaching will be compiled in a Google Play store
- Unlike other usual AR materials used in story books, this is a very interactive resources that combined visual and kinesthetics learning through VR and AR.



USEFULNESS & APPLICATION



IMPACT OF THE PRODUCT

- bring learners to the next level by helping them not just to see, but also experience and participate. As a result, this apps delivers a positive impact on the students by giving them edutainment.
- can bring added creativity, interactivity and engagement to complex and abstract words. It simplifies complex words and exemplify abstract concepts.
- can break the boundaries of textbook learning by making images and information "pop out" of a textbook
- Less location dependent as students can perform practical activities without the need of the physical context

MARKET POTENTIAL

Education accessibility

- Improve access to education, both in terms of helping pupils with learning difficulties or beginners.

Portable learning materials

- Replace physical materials and offer less expensive expenditure Wide market in education
- Important for various stakeholder in education namely Ministry of Education, Primary schools, Educational Games industry and Early Education Centre.

TRL : 5 – Validation in real environment



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4 QUALITY EDUCATION



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