



ENHANCING THE EFFECTIVENESS OF IMMERSIVE LEARNING EXPERIENCE THROUGH TRACKER USAGE IN MOTION SIMULATION



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ABSTRACT

Immersive learning experience can be an effective method in enhancing students' understanding and skills in various topics. The key to achieving the great outcome is by making a precise measurement and analysis of students' engagement with the learning environment. In this study, we used a tracker to monitor students' movements in various activities relating to sports simulation. With the use of a tracker, we can analyse the students' actions and obtain accurate data about their performance in the simulation. The results of this study suggest that the implementation of a tracker can enhance the effectiveness of an immersive learning experience by providing accurate and relevant analysis and feedback on students' performance. Additionally, the use of a tracker can also support students in developing better motor skills and gaining more enjoyable sports experience. The findings of this study can contribute to the development of more effective and enjoyable immersive learning methods in various disciplines.

OBJECTIVE

- Describe the principle of basic mechanics
- Analyze increment movement relating to basic mechanical principles



USEFULNESS

- Provide a visual representation of motion.
- Implement real-world applications.
- Interpret the results of experiments.
- Perform kinematic analyses.

ADDED VALUES

- Give insight on how to employ the principle of basic mechanics in real situation.
- Allows students to visually and quantitatively analyse motion.
- Allows students to model and analyse the motion of objects in videos.
- Help students learn physics concepts in a fun and interactive way.
- The opportunity to improve critical thinking by raising questions regarding the specific problem solving process.

COMMERCIALIZATION POTENTIAL

- Provide as valuable tool for educators.
- Online tutorials and training can providing additional revenue for the company.
- As research studies in physics education.
- The software could be marketed since there might be a growing demand for physics education technology.

RECOGNITION

- The sports experience through simulation tracking module will be implemented in various education centre.

