

INTEGRATION MODEL OF MOBILE LEARNING BASED ON AUGMENTED REALITY
TECHNOLOGY

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“May you find success in the path chosen for you, by Allah”

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ABSTRACT

The limitation of current e-learning technology has caused a lack of student attention in educational environment. Therefore, this study describes the integration of mobile based learning through Augmented Reality Environment to incorporate the student attention elements by computer-generated content. To incorporate student attention element, this thesis propose an integration model of mobile learning through Augmented Reality, which the focused user is Standard 1 Primary School Student. To validate the model integration, this study has developed the AR prototype called AF-LAR (Animal Fun Learning - Augmented Reality) through smart phone technology as mobile based learning device. (AF-LAR) is an AR Book that adapts learning concept via mobile devices and enables student to bring and access the learning content anywhere and anyplace. AF-LAR has been developed using Metaio and Junaio channel while the design is incorporated with visual learner styles from Visual Auditory Kinesthetic (VAK) model with information visualization approach. The result of this study is evaluated by using attention element in Keller's Motivation ARCS Model to prove the student attention attribute from the prototype based on the five experts' perspective as targeted respondent. Descriptive statistics was chosen as a technique to evaluate the mean and reliability of attention attribute inside the proposed integration model to achieve the student attention in education environment.

ABSTRAK

Keterbatasan teknologi pembelajaran sedia ada telah menyebabkan pelajar kurang memberikan tumpuan semasa proses pembelajaran. Oleh yang demikian, kajian ini menerangkan integrasi model pembelajaran mudah alih berasaskan *Augmented Reality (AR)* dalam menggabungkan elemen tumpuan pelajar melalui teknologi janaan komputer. Untuk menggabungkan elemen tumpuan pelajar; kajian ini akan mencadangkan integrasi model pembelajaran mudah alih berasaskan teknologi AR yang direka untuk pelajar Tahun 1, Sekolah Rendah di Malaysia. Dalam mengesahkan cadangan model integrasi, kajian ini telah membangunkan prototaip AR yang dipanggil AF- LAR (*Animal Fun Learning-Augmented Reality*). AFLAR adalah Buku AR yang mengadaptasikan konsep pembelajaran melalui peranti mudah alih yang membolehkan pelajar membawa dan mengakses kandungan pembelajaran di mana-mana dengan mudah. AF- LAR telah dibangunkan dengan menggunakan perisian Metaio dan saluran Junaio dan reka bentuk yang dipadankan dengan model pembelajaran secara visual, auditori dan kinestetik beserta pendekatan maklumat visualisasi. Berdasarkan hasil pengujian, semua min telah mencapai standard yang telah ditetapkan. Hal ini telah menunjukkan ciri-ciri yang terdapat di dalam model cadangan boleh meningkatkan tumpuan pelajar melalui pelaksanaan prototaip. Kajian ini diharapkan dapat dijadikan panduan kepada penyelidik lain dalam mengintegrasikan model pembelajaran mudah alih berasaskan Teknologi AR dalam usaha untuk meningkatkan proses e-pembelajaran semasa dan untuk menggabungkan elemen perhatian pelajar di dalam persekitaran pendidikan.

TABLE OF CONTENTS

CHAPTER	TITLE	PAGE
	DECLARATION	II
	DEDICATION	III
	ACKNOWLEDGEMENT	IV
	ABSTRACT	V
	ABSTRAK	VI
	TABLE OF CONTENT	VII
	LIST OF TABLES	VIII
	LIST OF FIGURES	IX
	LIST OF ABBREVIATIONS	X
	LIST OF APPENDICES	XI
1	INTRODUCTION	
	1.1 Introduction	1
	1.2 Background of Problem	2
	1.3 Problem Statement	5
	1.4 Research Objective	5
	1.5 Scope of Study	5
	1.6 Significance of Study	6
	1.7 Chapter Summary	7
2	LITERATURE REVIEW	
	2.1 Introduction	8
	2.2 The Usage of E-Learning Technology in Education	10
	2.2.1 The Emergence of Mobile Learning Concept	13

2.3	Looking Initiative the Trends of Mobile Learning	16
	2.3.1 Mobile Learning Dimension	16
	2.3.2 Current Issues Related to Mobile Learning	23
	2.3.3 Mobile Learning Model	28
	2.3.4 Improving Learning through Visualization	32
2.4	A Survey o AR in Educational Environment	36
2.5	The Current Integration Model of AR through Mobile	44
	2.5.1 Book with AR Technology	46
2.6	The Need for Student Attention in Integration of Mobile Learning through AR	48
	2.6.1 Understanding the Attention Concept among Students	49
	2.6.2 Embedding the Visual Learner Styles Concept	52
	2.6.3 The Concept of Mental Model in Influence Learning	52
2.7	Discussion of Literature Review	55
3	DATA ANALYSIS	
	3.1 Introduction	57
	3.2 Finding on Limitation of Current E-Learning Courseware	57
	3.3 Demographic Analysis	61
	3.4 Problem Analysis	68
	3.5 Discussion	82
	3.6 Chapter Summary	86
4	RESEARCH METHODOLOGY	
	4.1 Introduction	88
	4.2 Research Design	89
	4.3 Research Operational Framework	92
	4.3.1 Awareness of the Problem	92
	4.3.2 Suggestion	93
	4.3.4 Flowchart of the Development	96
	4.4 Chapter Summary	102
5	PROPOSED MODEL AND PROTOTYPE DEVELOPMENT	
	5.1 Introduction	103

5.2 Finding on related Mobile Learning Model	104
5.2.1 Integration of Mobile Learning through AR	107
5.3 AR Book References	113
5.3.1 ARMagic Book	114
5.3.2 AR Baca Pulih	115
5.3.3 Current Technology of Dunia Sains dan Teknologi in Malaysia	117
5.4 Prototype Implementation	118
5.5 Process of Design and Development	122
5.5.1 The Design and Development Process of AF-LAR Book	122
5.5.2 The Design and Development Process of AR Objects	125
5.5.2.1 3D Object Modelling and Animation	127
5.5.2.2 Uploading AR Content in Metaio Server	130
5.5.2.3 Login Junaio Account	131
5.5.2.4 QR Barcode Scan	132
5.5.2.5 3D Tracking to Image based Marker	134
5.6 Embedding Attention Element into Prototype Implementation	135
5.7 Chapter Summary	139
6	PROTOTYPE EVALUATION
6.1 Introduction	141
6.2 Prototype Evaluation	142
6.3 Chapter Summary	149
7	DISCUSSIONS AND CONCLUSION
7.1 Introduction	150
7.2 Achievement	152
7.3 Challenges	155
7.4 Limitation of Study	156
7.5 Research Contributions	156
7.6 Future Works	157
7.7 Aspirations	157
7.8 Summary	158

REFERENCES

159

APPENDICES

165

LIST OF TABLES

TABLE NO.	TITLE	PAGE
2.1	Analysis of high citation studies on mobile learning	22
2.2	Previous Research on Mobile Learning and Type of Pedagogical Framework	27
2.3	History of Mobile AR	41
2.4	AR Book for Education	47
2.5	The Subcategories of ARCS Model	51
3.1	Finding the limitation of Current E-learning technology	59
3.2	Data about the range of Age	61
3.3	Data about the gender of Expert	62
3.4	Data about the Level of Education	63
3.5	Data about field of Expertise	64
3.6	Data about the Teaching Experience	65
3.7	Data about Technology used in a Daily Life	66
3.8	Data about the usage of technology in teaching and learning process	67
3.9	Factor by the limitation of traditional learning	74
3.10	Factor that causes lack of attention among student	70
3.11	Factor how technological can help educational environment	71
3.12	Results the Factor that causes of limitation in E-Learning	72
3.13	Results of the Suitable Approach to Improve Student Attention	74
3.14	Results Analysis for Effective and Efficient Ways through Visualization	75
3.15	Results of Combination Color	76
3.16	Results of Visualization Approach to maintain Student Attention	78
3.17	Results for Limitation the Current E-Learning Software	79

3.18	Results Analysis for Implementing Subject through Mobile	80
3.19	Results Analysis why the mobile learning should to be implementing	81
3.20	Problem Analysis in Technology and Hardware Limitation	83
3.21	Problem Analysis in Design Limitation	84
3.22	Problem Analysis in Personal Limitation	85
4.1	The List of Hardware and Software Requirement	99
4.2	Specification of Samsung Galaxy Tab3 10.1	100
5.1	Adapting the parameters into task model in mobile learning	104
5.2	Element of Attention in ARCS Model	119
5.3	Incorporates the Student Attention Element	120
5.4	Indicator the Visual Learner Styles in the page of AF-LAR	124
5.5	Visualization and Reading Level in AF-LAR	136
5.6	Image based marker in AF-LAR	138
6.1	Prototype Testing Results	143
6.2	Results of Descriptive Statistics	145
6.3	Results of Perceptual Arousal	145
6.4	Result of Inquiry Arousal	147
6.5	Results of Variability	148
6.6	Realibility Statistics	149

LIST OF FIGURE

FIGURE NO.	TITLE	PAGE
2.1	The Structure of Literature Review	10
2.2	Literature Review Frameworks	11
2.3	Chronology of e-learning, m-learning, and u-learning	12
2.4	The limitation of e-learning	13
2.5	Basic Elements of Mobile Learning	17
2.6	M-Learning Characteristics	18
2.7	Research Directions in mobile learning	20
2.8	The Usage of Mobile Learning based on Type of Education	21
2.9	Type of Pedagogical Framework in Mobile Learning	25
2.10	Mobile Learning Model	29
2.11	Adaptation of mobile learning definition as attention element	30
2.12	Task Model for mobile learners	31
2.13	Visualization techniques in mobile learning	33
2.14	Learning Concepts through Information Visualization	35
2.15	Classification of realities and virtualities	36
2.16	Using the Magic Book to move between Reality	38
2.17	Tracking 3D Object on mobile phones	40
2.18	Multi user applications in Invisible Train	41
2.19	Process in Augmented Reality Technology	42
2.20	Tracking methods in Smartphone's Environment	43
2.21	Object Augmentation by marker based tracking technique	45
2.22	Concept of Learning Engagement	50
2.23	Adaptation the ARCS Element	51

3.1	Limitation of current e-learning technology	59
3.2	The Range Age of Expert	61
3.3	Graph about the Gender of Expert	62
3.4	Graph about the Level of Education	63
3.5	Graph about field of Expertise	64
3.6	Graph about Teaching Experience	65
3.7	Graph about the technology used in a daily life	66
3.8	Graph about the usage of technology in teching and learning process	67
3.9	Percentage of Limitation in traditional learning method	69
3.10	Percentage lack of student attention by four factors	70
3.11	Results of how technological tools can help educational environment	71
3.12	Results the factor that causes of limitation in e-learning courseware	73
3.13	Percentage of the suitable approach to improve student attention	74
3.14	Percentage of the effective approach through visualization	75
3.15	Percentages results of combination color	77
3.16	Percentages of results the best factors to maintain student attention	78
3.17	Percentages the limitation of current educational software	80
3.18	Pecentages of suitable subject through mobile visualization	81
3.19	Percentages of results implementing of mobile learning	82
4.1	General Methodology of Design Research	89
4.2	The Methodology used for Research Study	90
4.3	Step of development in Motivation ARCS Model	94
4.4	(a)Flow chart of the development process of AF-LAR Book	98
4.4	(b)Flow chart of the development process of AR Object	98
5.1	Mobile Learning Attrbutes	106
5.2	Integration Model of Mobile Learning through Augmented Reality	108
5.3	Element of technology that support by the attention element in ARCSModel	109
5.4	Element of pedagogy that support by the attention element in ARCS Model	110
5.5	Element of people that support by the attention element in ARCS Model	111
5.6	Process in Augmented Reality Technology	112
5.7	Concept of AR Book to enhance learning experience among learners	113

5.8	The interface of AR Magic Book	115
5.9	The interfaces of AR-Baca Pulih	115
5.10	Black and white four square traditional marker based tracking	116
5.11	Image marker based tracking and AR Barcode Scanner	117
5.12	The Colourful Graphic Concept	122
5.13	(a) Colorful backgrounds with concept of visual metaphor image and graphics	123
5.13	(b) Visual Learner Style in the page of Tangible Book	123
5.14	Step of developing AR Object using Metaio & Junaio	125
5.15	The process of AR deployment in mobile platform	126
5.16	The System Integration of Augmented Reality through Mobile	126
5.17	Content Types that Support by Metaio	127
5.18	The Process of Augmentation learning content	128
5.19	AREL Compiling Process	129
5.20	AREL Programming Language	130
5.21	Uploading AR Content into Metaio Cloud	131
5.22	Junaio Websites	131
5.23	Magic Book Channel	132
5.24	AF-LAR QR Barcode	132
5.25	Junaio Apps in Google Play	133
5.26	QR Barcode Scanning Process	133
5.27	Tracking Region in Image based Marker	133
5.28	Interactive Animation and Video through Mobile Display	134

LIST OF ABBREVIATION

AR	-	Augmented Reality
3D	-	3 Dimension
VR	-	Virtual Reality
VE	-	Virtual Environment
GPS	-	Global Positioning System
GPRS	-	General Packet Video Service
UMPC	-	Ultra Mobile Personal Computer
ARCS	-	Attention, Recall, Confident, Satisfaction
VAK	-	Visual Auditory Kinesthetic
DST	-	Dunia Sains Teknologi
AF-LAR	-	Animal Fun Learning Augmented Reality
ICT	-	Information Communication Technology
MLearn	-	Mobile Learning
SDK	-	Software Development Kit
XML	-	Extensible Markup Language
HTML	-	Hypertext Markup Language
AREL	-	Augmented Reality Programming Language
PA	-	Perceptual Arousal
IA	-	Inquiry Arousal
V	-	Variability

LIST OF APPENDICES

APPENDIX	TITLE	PAGE
A	Problem Analysis Questionnaire	166
B	User Evaluation Questionnaire	176
C	List of Publication and Award	184

CHAPTER 1

INTRODUCTION

1.1 Introduction

This study will focus on integrating of mobile learning model through Augmented Reality Technology (AR) in order to incorporate the student attention elements from the limitation of current e-learning technology. In order to motivate this study, its support by the current research in mobile learning where is more focusing on evaluating the effectiveness of mobile learning systems, and the designing of mobile learning systems.

Mobile learning was choosing because of the progress development of communication and wireless technology in various fields. In a directly, it appear a new embedding application in Smartphone's such as email, productivity software, audio and video recording through camera, and others new features to be execute through the devices. This entire scenario is bringing the existing of mobile learning technology to enhanced learning technique in formal or informal environment to make the learning environment more interactively

The current research shows that, many students are lack of attractions in the current learning session. The concept of traditional book that used in primary school is having some limitation in convey the information especially in engaging their attraction during learning process. In realizing the enhancement of engaging student attraction through mobile learning, AR was chosen in enhancing the features of m-learning in term of visualize the learning

content to be appear in the real environment. This is because AR can make the learning environment more conducive and dynamic through the concept of visualizing the object as a learning content. Besides that, the features of AR which is registering the object in 3D, interactive in real time and combining the real and virtual object to be augmenting in real environment are supporting the visualization based approach to be embedded in mobile devices.

The model of mobile learning is proposed in this research to improve the learning technology through the integration of AR which is an emerging technology that enables users to see the virtual object in the real environment. The model will be proposed to support student attention via mobile learning where it can be improve the current limitation of e-learning software. Yet, there is limited research that conducted focuses on exploring the model integration of mobile learning through AR in enhancing student attention through visualization.

In order to achieve the objective, this study will implement the model integration through the concept of AR Book in gaining student's attraction during learning Science and technology for primary school in exploring the Animal World via mobile devices. The concept of AR Book is visualizing the 3D object through the learning content which can be display through mobile and tracking the object through the book.

1.2 Background of Problem

As far as the progress of e-learning technology as a medium in learning process, many researchers try to improve the learning process through technology as a key in enhance the students attention. Today, many mobile devices such as cell phones, notebooks and tablet computer are gaining more relevance to learning environments and education.

The progress of AR in computer platform had moved this technology in mobile computing area to generate more user experience on it. The first mobile AR systems, such as

Feiner's Touring Machine (Feiner et. al. 1997) relied on bulky backpack worn computers and custom build hardware, but Feiner was showed the potential of mobile AR systems for outdoor context sensitive information overlay, and the next is AR Quake where was develop by Thomas et al.2002 showed how these same could be used for outdoor gaming.

Furthermore, the emerging of technological concepts in education was generating the rapid development of education where it was bringing it into mobile based learning technology. O' Mally et al. 2003 have defined mobile learning as taking place when the learner is not at a fixed, predetermined location, or when the learner takes advantage of learning opportunities offered by mobile technologies.

Kukulska-Hulme (2005) defined mobile learning as being concerned with learner mobility in the sense of learners should be able to engage in educational activities without being tied to a tightly-delimited physical location. The traditional learning concept in education normally was bringing students in a classroom, using a normal text books, teacher explains the course based on their syllabus and using a white board or marker to give the overall explanation about the topic, scope of an experimental, observations and the real imaginations to engage students understanding level and their attractions in this learning process.

The traditional education is conducted in school are based on normal text books are less of student attention and focus. In order to enhance the student attention, the current research began to adapting the technology to enhanced learning. The usage of e-learning technologies via computer based tools like courseware application and slide based environment are the current adaptation in attract student to engage in their learning session. In generate the student attention, the concept of visualization is the most an effective ways to make the object is real and seeing through their eyes. Based on that, this study was change the adaptation of traditional learning into e-learning and directly moves it into mobile learning technology by incorporating student attention elements.

Student attention is the learner characteristics that must have during learning process, to generate their motivation. Attention is the important behavior of learner which can stimulate

learners to involve the student engagement and participation in construct the positive learning outcomes. The positive learning outcome only can achieved when student focuses in the learning content that conveying from any tools or method in teaching and learning process.

AR is an effective ways in visualize the learning content in enhance student attention. This emerging technology can be used in any fields to helping user in visualize the object or information in any situations. The progress of technology was bringing the e-learning to change into mobile learning to be adapting with the current embedding software in mobile. Although mobile learning is the powerful platform in conveying the learning content, it's still has some limitation in conducting the current research in mobile learning in order to incorporate student attention elements. In order to incorporate student attention elements through mobile, this study will propose the concept of mobile learning model to be integrated with Augmented Reality in enhance student attention in conveying the learning content through the adaptation of traditional books into AR Magic Book from mobile perspectives. The definition of mobile in this research is focus on using Smartphone's technology to embedding the AR content as an integration platform to achieve student attention through the AR Book.

1.3 Problem Statement

The main question in this research is **“How to model the AR integration in mobile learning by incorporate student attention elements?”** Besides the model integration as main problem in this research; the following question also needs to be solved:

- What is the limitation of current learning technology?
- What is the model that can be used in order to integrate mobile based learning through AR by incorporating student attention elements?

Based on the above problem statement, this research will be implementing based on incorporating student attention element in a classroom through Augmented Reality as an

emerging technologies. The terms of incorporating student's attention in AR is to construct the learning concept based on model integration of AR through mobile as learning tools. The objective for this research is clearly defines in next section.

1.4 Research Objective

The main objective of this research is to embed AR into mobile learning to improve the learning technology in classroom using the AR. In order to actualize this aim, there are other objectives that need to be achieved which are:

- i. To investigate the limitation of current learning technology regarding to student attention problems
- ii. To investigate the current integration of AR in mobile learning
- iii. To propose the model integration of mobile learning through Augmented Reality by incorporating student attention elements.

1.5 Scope of Study

This research aim on integration of mobile learning technology which is focuses on Smartphone's environment and how the augmented reality can be embedded in the smart phone's through model integration. Based on the combination, technology incorporate student attention elements through concept of visualization and visual learner styles when embedding AR through mobile devices for educational purposes. The detailed of scope of study in this research are like below:

- Investigate the appropriate topic in learning science and technology for primary school student to be chosen in AR to be synchronizing into prototype
- Exploring about types of animal worlds that can be adapted into AR Book as a prototypes implementation

- Investigate the concept of visual learner and visualization to be embedding in design and develop the prototype by incorporating student attention elements.

1.6 Significance of Study

The powerful of innovative technology by Smartphone's will be used and can adapt in learning process as a new platform to improving the effective and efficiency of the technology by incorporate student's attention elements during learning process. The mobile learning concept through AR is a very great application that will shows to all student in what their learnt in real time, without go anywhere because this application are ubiquitous and portable can bring anywhere. This research will give the more value in AR environment especially on mobile platform, visualizing the learning in learning creatively, it also is supported by the easier way the mobile as a colorful display platform where it can increase student memorable, completed with the real experience in using it.

In realizing to bring AR on mobile phones, the future concept must to be appropriate with the mobile environment and user's experiences. So, in a directly, in this research it will investigate the concept of visualization that can be embedded in Book with AR Technology based on Science and Technology subject which can influences the learning through visual concept. All of the significant of this research will be achieve when the integration model of Mobile Learning through AR are proposed and can perform successfully.

Lastly, the significance of this study is, student will be exposure with the latest technology in mobile learning system, use the devices such as Smartphone's, tabs and mobiles effective and efficiently for learning purpose in contributing the student attention . The visual object will give more effects to students in term their memorizing, understanding and giving their motivations based on in learning by technologies.

1.7 Chapter Summary

This chapter discussed the overview of this study which firstly explains about a brief introduction about the research topic. The introduction discussed about concept of mobile technology and the adapted in the mobile learning technology to be function in educational environment. Some of the characteristic of mobile learning are introduced and AR Concept is briefly explains to be introduces in this study.

Chapter 1.2 discussed about the problem background of this research which explained about the limitation of current learning technology, where was brought it into e-learning and next into mobile learning technology where it can enhanced through visualization concept in AR as a tool to incorporate student attention elements.

There are three main objectives mentioned that need to be achieved which are first, to investigate the limitation of current learning technology and improve it through mobile, to investigate the current integration of AR as learning tools in mobile learning, to propose the model integration of mobile learning through AR and lastly and to evaluate model integration through prototype development. This chapter ends with explanation about significant of research conducted such as providing an AR Book Prototypes through mobile dimensions in order to enhance the concept of traditional book by incorporate student attention elements.

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