

IMPLEMENTATION OF A MULTIMEDIA APPLICATION USING 2D AND 3D IN GUIDING AND STEP-BY-STEP DEMONSTRATION ON INSTALLING AND REPAIRING OF A PERSONAL COMPUTER

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ABSTRACT

This is an interactive teach ware that will combine the use of multimedia elements such as text, graphics, sound and animation. An investigation will be conducted on a normal PC user knowledge area and installing and repairing, and general problem faced by the users. Another investigation will be conducted on tools and techniques currently available for implementation of interactive multimedia application. In the application design phase, HCI guidelines will be followed for the application interface, application interaction between user with the application and screen layout of the multimedia application. In the application, users can choose freely the hardware appliances from the screen and by steps instructions and demonstration will be displayed by 2D and 3D for users to get information on how install, perform minor repairs on their own. Simulation will be the future enhancement for the system.