

# STUDY AND DEVELOPMENT OF A SMART CLASSROOM FOR AN IMPROVED TEACHING/ LEARNING ENVIRONMENT

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## ABSTRACT

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The main purpose of this project is to study and implement an interactive smart classroom to create an aggressive teaching and learning environment in conjunction with the information technology (IT) era. This smart classroom will act as a module for the smart school, which covers a bigger scope.

Studies will be conducted on the characteristics of such application and its requirements. The research will also cover the aspect of the tools, technology and methodology to be implemented in developing the application.

The final product of this project is a prototype classroom facility to be used in line with the Malaysian Government call to implement smart schools. The application developed will be used to conduct classes and eliminate all the manual procedures currently used such as taking the attendance of students. Besides that, the application will help to ensure an interactive communication between lecturers and students. Users are able to exchange their ideas with other students and lecturers using the application.

The application will be developed using the most appropriate programming language that have the necessary network features, capabilities and security in order to develop studies on the most suitable methodology to be implemented in order to develop the application. The methodology and tools selected will then be integrated to come out with the final application.

The application will then be evaluated and accessed by users in order to verify its functionalities and correctness. The evaluation and testing will be done based on a pre-determined plan set by the author.