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Imagine, you are at a visual art exhibition?..



Can technology help you in teaching and learning methods?



- ☐ How has today's technology change the way/methods for teachers, trainees teachers and students learn?
- □Imagine you are in a gallery. The project that the students produce is "abstract painting" that you don't understand?
- As an artist/lecturer, you may be able to appreciate the meaning behind the painting. What about the rest of the audience?

How to evaluate the artworks?



- ☐ How do you want to evaluate a artwork if you don't know the meaning of the drawing (accessor/lecturer)?
- □Should every artist/students be in the gallery to tell one by one the meaning of his/her artwork. If so, how long was there?
- □ If not, is there really a suitable technology that can help something about this. It involves dozens of works by teachers trainees at one exhibition.

Today's device and technology



- ☐ Here technology is changing the way to assess learning. The term: 24/7, easy to access, there are "subtitles" in other languages for better understanding of lecturers, evaluators/audiences.
- At any time, at any place and anywhere as long as the "device" is brought along. QR code scanners exist and their use is very widespread today.
- □Students/teacher trainees find it easier way to tell about their work.

Accessor/Lecturer/Teachers Trainees



- As assessors they can assess it at any time. Make it easier for the appraiser to understand the implied meaning. Easy to understand the language. Also contains "subtitles" for difference languages.
- □Can make preliminary preparations (exhibitions). Skills and knowledge are applied early. Try to understand the wishes of the lecturer/assessor.
- ☐ This technological idea is not boring. The result of the work produced is easier to remember.

Accessor/Lecturer/Teachers Trainees



- ☐ The artworks can be commented by friends for improvement, finding ways to understand their audience.
- □ Find a better ways to use language and translations that are easy to understand.
- ☐ The technology is interesting and not boring to other students for implement.
- ☐ Presented in reality/virtual as desired without surrounding disturbances.

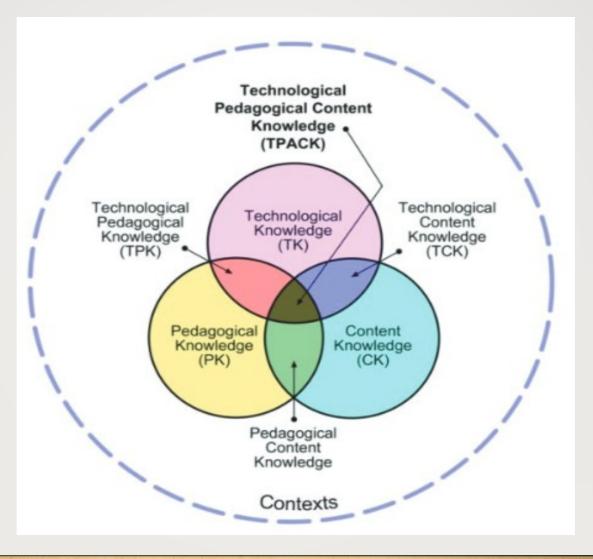
What is the technology AR-VR Metaverse?



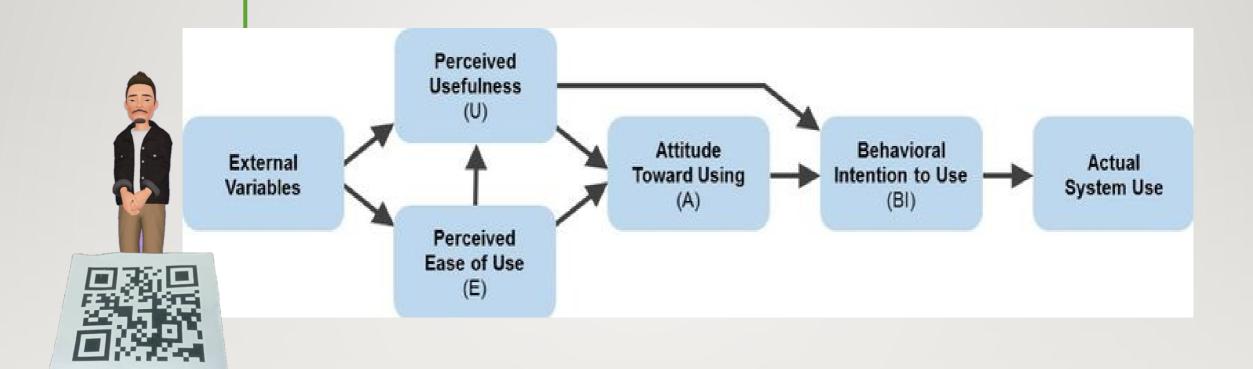
- □ "Augmented Reality" (AR) "Visual Reality" (VR) "Metaverse" is proposed by researchers as an immersive technology that can help to solve this matter. Can it help?
- ☐ The use of "(AR-VR) Metaverse" in the Visual Art Exhibition can help in learning at higher institutions/schools. The impact is significant.
- □ Appraisal of works of art is often held in an exhibition space/gallery with dozens of works in the gallery will be easier and interesting.

Technological Pedagogical Content Knowledge





Technology Acceptance Model (TAM)



4 Main Combination of Immersive Technology



Mixed Reality

Direct View of the Reality



Direct Objects Projected and Controlled in a Virtual World.

Immersion in a Fully Digital Environment

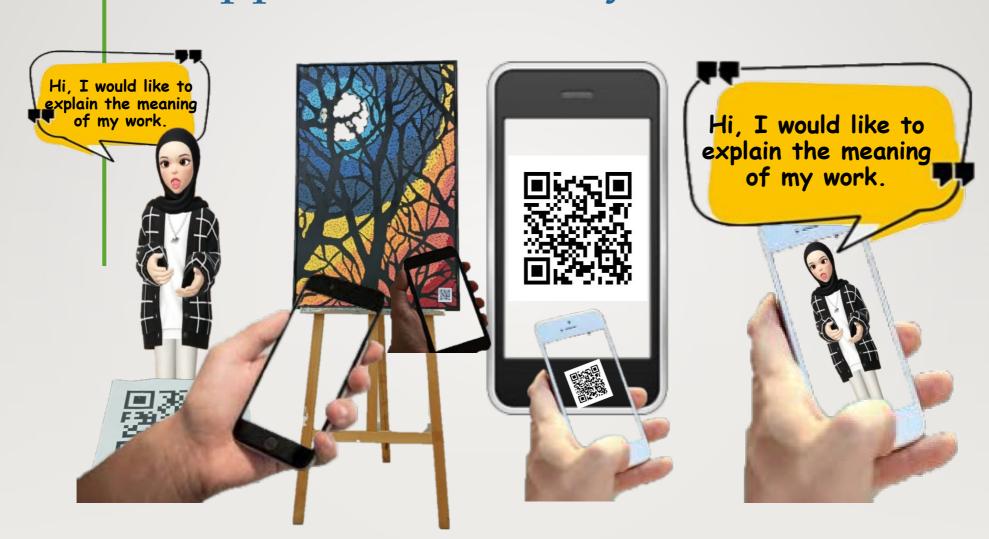


Extended Reality

How to Apply this Technology in Art Exhibitions



AR-VR Application is Easy and Accessible





Comparison of Conventional vs Technology



Findings



- □"The findings show that "(AR-VR) Metaverse" technology is an immersive technology that greatly helps assessors/lecturers/trainee teachers in the learning process.
- The effect of "(AR-VR) Metaverse" in the art exhibition shows that it is very helpful especially for teacher trainees and a student who taking visual art course.
- ☐ The effect on assessors, lecturers, trainee teachers and the audience is also good, can be adopted, easily accessible and very encouraging.

Conclusions



- □ The "(AR-VR) Metaverse" application proposed by the researcher as an immersive technology is very suitable for current education trends and the development of digital education.
- □ The impact of the use of "(AR-VR) Metaverse" and its application in visual art exhibitions at higher education institutes that produce trainee teachers is very effective and needs to be developed.



Thank you..