

The Impact of Virtual Learning Strategy on Youth Learning Motivation in Malaysian Higher Learning Institutions

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Abstract : Virtual reality has become a powerful and promising tool in education because of their unique technological characteristics that differentiate them from the other ICT applications. Despite the numerous interpretations of its definition, virtual reality can be concisely and precisely described as the integration of computer graphics and various input and display technologies to create the illusion of immersion in a computer generated reality. Generally, there are two major types based on the level of interaction and immersive environment that are immersive and non-immersive virtual reality. In the study of the role of virtual reality in built environment education, Horne and Thompson were reported as saying that the benefits of using visualization technologies were seen as having the potential to improve and extend the learning process, increase student motivation and awareness, and add to the diversity of teaching methods. Youngblut reported that students enjoy working with virtual worlds and this experience can be highly motivating. The impact of virtual reality on youth learning in Malaysia is currently not well explored because the technology is still not widely used here. Only a handful of the universities, such as University Malaya, MMU, and Unimas are applying virtual reality strategy in some of their undergraduate programs. From the literature, it has been identified that there are several virtual reality learning strategies currently available. Therefore, this study aims to investigate the impact of Virtual Reality strategy on Youth Learning Motivation in Malaysian higher learning institutions. We will explore the relationship between virtual reality (gaming, laboratory, simulation) and youth leaning motivation. Another aspect that we will explore is the framework for virtual reality implementation at higher learning institution in Malaysia. This study will be carried out quantitatively by distributing questionnaires to respondents from sample universities. Data analysis are descriptive and multiple regression. Researcher will carry out a pilot test prior to distributing the questionnaires to 300 undergraduate students who are undergoing their courses in virtual reality environment. The respondents come from two universities, MMU CyberJaya and University Malaya. The expected outcomes from this study are the identification of which virtual reality strategy has most impact on students' motivation in learning and a proposed framework of virtual reality implementation at higher learning.

Keywords : virtual reality, learning strategy, youth learning, motivation

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