

UCSI UNIVERSITY

PATHFINDER FOR UCSI UNIVERSITY

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ABSTRACT

The main goal of doing this project is to build a pathfinder for UCSI University. This is a system which provides way finding navigation feature. In the usual ways of finding a location in UCSI University South Wing Campus, it usually requires user a lot of movements and difficult to reach where they want to go. Therefore in this project, the main focus will be allowing the pathfinder navigate the user to go to where they want to go. It will show a path which able to navigate the user reaches their location by following the path. Besides that, the system can also let user check their class schedules, activities and events in the current semester.

Throughout the whole project development, different research methods have taken to gather deeper knowledge and understanding about pathfinder design. Research methods that are going to use during the project development will be survey studies such as questionnaires and do research through internet.

The product will be using PHP scripting language and flash with ActionScript 2.0 to develop the pathfinder for UCSI University. This product will be meeting the objectives and aims of the project.

As a conclusion, greater understanding and knowledge on online reminder system such as distributing questionnaires, interviewing and field studies would definitely help in developing a successful product.

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