

**A Report Submitted in partial fulfillment
Of the regulations governing the award of
The Degree of
BSc (Honours) Computing for Business
At the University of Northumbria at Newcastle**

PROJECT REPORT

**VIRTUAL SAFARI: An Educational Wildlife
Conservation Application for Children**

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ABSTRACT

The main aim of the project is to create 3D animation educational software about wildlife conservation for children age 6 to 12 years old. The referred published work is the Fujitsu Interactive's Virtual Safari, which was commented negatively by users on animation movement and lack of conservation messages. The application's navigation was complex and young users were having "nightmares" during the try-outs. Moreover, the application was not very efficient in hurling wildlife conservation messages. Therefore, this project will intend to create a better animal documentary in the profile of 3D drive-through and wildlife conservation trailer. In fact, the proposed product is the first edition of the "Virtual Wildlife Conservation" sequence, which followed with Virtual Amazon. The preview of that application will be trailed as well. The reality of using new animation authoring tool software should be very challenging and definitely helpful for the product development and further works.