STUDY TOUR TO DONGSEO UNIVERSITY, BUSAN, SOUTH KOREA

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Objectives

- To allow the students to experience a new culture and life experience in an entirely Korean environment.
- To encourage the academic collaboration and cultural exchange between South Korea and Malaysia.
- To be a forum for substantive discussion on the recent technologies and knowledge exchange among students.
- To enable the participants to share enthusiasm for **Computer Vision, Image Processing, Visualization, Graphics and Interactive Arts**.

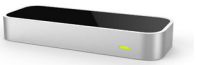
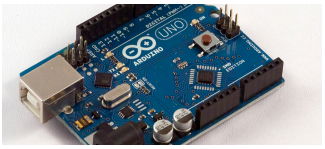
Tentative Date

Dates: 2nd January 2017 (Monday) ~ 15th January 2017 (Sunday)

Duration: 14 days **detail Lecture Schedule by leebyunggook**

IAI Members Master Students : Xiong Kailun, Elsherif Ahmedt, Lee Ming Xiang, Teng Meng Wei

Course Details

Processing, PBox2D, Kinect, Senz3D, Leap Motion, Arduino, Sensors, ...

Text

- Learning Processing: A Beginner's Guide to Programming Images, Animation, and Interaction, Daniel Shiffman. August 2008, Morgan Kaufmann.
- The Nature of Code: Simulating Natural Systems with Processing, Daniel Shiffman. Dec 2012, The Nature of Code

Reference

- Processing: A Programming Handbook for Visual Designers and Artists, Casey Reas and Ben Fry (Foreword by John Maeda). August 2007, MIT Press.
- Processing: Creative Coding and Computational Art (Foundation), Ira Greenberg (Foreword by Keith Peters). May 2007, Friends of Ed.

Flight Details (UTAR)

Flight details

Depart	KUL - PUS		
D7 518	**Kuala Lumpur (KUL)** Kuala Lumpur International Airport 2 (klia2) (KUL) 02 Jan 2017, 0125 AM (1:25 AM)	▶	**Busan (PUS)** Gimhae International Airport (PUS) 02 Jan 2017, 0830 AM (8:30 AM)
Return	**PUS - KUL**		
D7 519	**Busan (PUS)** Gimhae International Airport (PUS) 15 Jan 2017, 1035 AM (10:35 AM)	▶	**Kuala Lumpur (KUL)** Kuala Lumpur International Airport 2 (klia2) (KUL) 15 Jan 2017, 1610 PM (4:10 PM)

Participants (Lecturers)

Saw Seow Hui (UTAR FICT/ DCS)

Lee Yun Li (SUNWAY UNIVERSITY COLLEGE)

Flight	Depart		Arrive
D7 518 Low Fare	KUL **Kuala Lumpur** Tue 03 Jan 2017 11:05PM	✈	PUS **Busan** Wed 04 Jan 2017 06:10AM
D7 519 Low Fare	PUS **Busan** Thu 19 Jan 2017 10:35AM	✈	KUL **Kuala Lumpur** Thu 19 Jan 2017 04:10PM

Participants (Students)

Faculty

FICT: Faculty of Information and Communication Technology

LKCFES: Lee Kong Chian Faculty of Engineering and Science

Department

IA: Information Systems

CS: Computer Science

CE: Chemical Engineering

3E: Electrical and Electronic Engineering

No	Name	Gender	Department	Year	Email address
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Assignments and Marks Allocation (MPU34062)

Criteria	Percentage	Evaluated by
Written Assignment: Reflection Report	20 %	DSSC Staff
Group Project II	10 %	
Presentation: Oral Presentation ● Self- introduction (10 %) ● Project idea (10 %)	20 %	FICT Staff (shsaw)
Group Project I ● Prototype system/ Implementation system (30 %) ● Final presentation (20 %)	50 %	

Team Projects *(proposed by the UTAR students)*

Project Title	**UTAR participants**	**DSU participants**	**Tools/ Software Involved**	
For example: ***Wall Panic- The City Escape***	*Chong Ka Ying*	*Uk je Yang, Hyun sung Jung*	*Occulus, Leap Motion and Processing*	
Feel Me and Catch Me	Ng Wei Lin, Fong Kar Yan, Wong Ying Shan, Danny Chin Wei Kit, Chan Foo Sheng, Judson Lim Meng Hooi		***Occulus, Leap Motion and Adruino***	
Virtual Piano	Goh Theng Khai, Lim Han Wei, Foo Cheng Yaw, Yip Kin Sian, Tan Jun Jie, Koay Yuan Hong		**Oculus, Leap Motion**	
Walking Dead	Chong Nui Mei, Poong Qiao Ying, How Wei Man, Lee Leong Wei		**Occulus, Leap Motion**	
Starsight	Hee Poh Yee, Beh Seow Imm, Hew Teng Wei, Lee Wei Fan		**Oculus, Leap Motion**	

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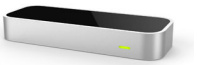
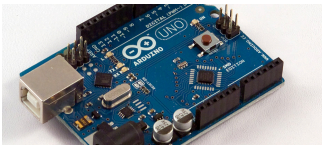

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1	Introduction to IAI (institute of Ambient Intelligence) lab Professor Lee Byung Gook	3rd January 2017 (Tuesday) (2 hour)	Develop an insight in the main role and contributions of the research lab to the community and industry.	● Overview of the air-touch system for integral imaging 3D display. ● Introduction to image sensor and iArts.	**100% Assessment by UTAR Staff, FICT and DSSC Assignment 30% Presentation 20% Project 50%**
2	Joint workshop orientation Saw Seow Hui	3rd January 2017 (Tuesday) (1 hour)	Improve in the communication skill and enhance the adaptability among the students in an entirely Korean environment.	● Ice breaking session among the students from Malaysia and Korea.	
3	Processing 1~3 **Xiong Kailun** **Teng Meng Wei**	(2 hours) x 3	Develop an insight in the latest open source software that is able to create visual and interactive media for leading design, art, and architecture students into programming.	● Introduction to the different features of Processing that lead to designing an interactive drawing program.	
3	Processing with Leap Motion **Xiong Kailun** **Teng Meng Wei**	(2 hours)	Develop an insight in the latest sensor device that supports hand and finger motions as input, analogues to a mouse, but requires no hand contact or touching. Able to combine both open source software	● Introduction to the main features for Leap Motion. ● Demonstrate the oinstallation, integration and development steps using both processing and Leap Motion.	

			and sensor device for making interactive projects.		
4	Processing with Kinect **Lee Ming Xiang**	(2 hours)	Develop an insight in the latest motion sensing input device, making completely hands-free control of electronic devices by using an infrared projector and camera to track the movement of objects and individuals in three dimensions. Able to combine both open source software and sensor device for making interactive projects.	● Introduction to the main features for Kinect. ● Demonstrate the installation, integration and development steps using both processing and Kinect.	
5	Processing with box2d **Lee Ming Xiang**	(2 hours)	Develop an insight in the latest free open source 2-dimensional physics simulator engine to create 2-dimensional games. Able to combine both open source software for making interactive projects and games.	● Introduction to the main features for box2d. ● Demonstrate the installation, integration and development steps using both processing and box2d.	
6	Arduino **Elsherif Ahmedt**	(2 hours)	Develop an insight in the latest open source electronics platform based on easy-to-use hardware and software for making interactive projects.	● Overview of the features for Arduino board, which senses the environment by receiving inputs from many sensors, and affects its surroundings by controlling lights, motors, and other actuators. and software.	

				● Overview of Arduino software by writing code to tell Arduino what to do.	
7	Processing with Arduino **Elsherif Ahmedt**	(2 hours)	Able to combine both open source software and electronics platform based on easy-to-use hardware for making interactive projects.	● Introduction to the main features for Arduino. ● Demonstrate the installation, integration and development steps using both processing and Arduino.	
8	Project activities **Xiong Kailun** **Elsherif Ahmedt** **Lee Ming Xiang** **Teng Meng Wei**	(30 hours)	Establish a sense of teamwork among participants who must contribute and work well with their peers. Develop an insight in the latest technologies for hardware and software that are able to create solutions to a wide range of problems. Develop an insight in the latest technologies for hardware and software that are able to create solutions to a wide range of problems.	● Team formation ● Project discussion and development ● Class activities ● Presentation	

Itinerary

DATE	AGENDA
2nd January 2017 (MONDAY)	· **Depart from KLIA, Malaysia.** · **Arrival to Gimhae, Busan.** · **Dormitory distribution (*13 nights accommodation).*** · **Dongseo University campus tour.** · Groceries shopping.
3rd January 2017	· **Registration of students.**

(TUESDAY)	· **Introduction to IAI (Institute of Ambient Intelligence) lab, orientation.** · **Project Topics Introduction.** · **Team division.** · **Initial team meeting, initial proposal preparation (in ppt).** · Welcome dinner.
4th January 2017 (WEDNESDAY)	· **Lectures and talks.** · **Initial proposal presentation.** · **Team project development, programming.**
5th January 2017 (THURSDAY)	· **Lectures and talks.** · **Team project development, programming.**
6th January 2017 (FRIDAY)	· **Cultural visits/ Cultural activities**
7th January 2017 (SATURDAY)	· **Cultural visits/ Cultural activities**
8th January 2017 (SUNDAY)	· **Cultural visits/ Cultural activities**
9th January 2017 (MONDAY)	· **Lectures and talks.** · **Team project development, programming.**
10th January 2017 (TUESDAY)	· **Lectures and talks.** · **Team project development, programming.**
11th January 2017 (WEDNESDAY)	· **Lectures and talks.** · **Team project development, programming.**
12th January 2017 (THURSDAY)	· **Lectures and talks.** · **Team project development, programming.** · **Progress report presentation.**
13th January 2017 (FRIDAY)	· **Final presentation.** · **Feedback and comments.** · Farewell party
14th January 2017 (SATURDAY)	· Cultural visits/ Cultural activities · Shopping.
15th January 2017 (SUNDAY)	**Depart from Gimhae, Busan, South Korea.** **Arrival to KLIA.**

Cultural Activities:

- Hiking, Trip to Busan city, sightseeing
- Cook some traditional food such as Kimchi, Korean Karaoke, Jjimjilbang