

INTERACTIVE SLIDESHOW REMOTE CONTROL (SRC)
MOBILE APPLICATION FOR ANDROID

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A thesis submitted in fulfilment of the requirements for the award
of the degree of Bachelor of Computer Science

Faculty of Systems Computer & Software Engineering
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TABLE OF CONTENTS

	Page
TITLE PAGE	I
ACKNOWLEDGEMENT	II
ABSTRACT	III
TABLE OF CONTENT	IV
LIST OF TABLES	V
LIST OF FIGURES	VI

Chapter	Title	Page
1	Introduction	1
	1.1 Introduction	1
	1.2 Problem Statement	2
	1.3 Research Objective	3
	1.4 Scope Of The Research	3
	1.5 Thesis Organization	4
2	Literature Review	5
	2.1 Introduction	5
	2.2 Technique/Method/Hardware/Technology	6
	2.3 Comparison With Previous System	10

3	Methodology	12
	3.1 Introduction	12
	3.2 Methodology	13
	3.3 Hardware and Software	17
	3.4 Gantt Chart	21
4	Implementation on Data/Model/Process/Hardware	22
	4.1 Introduction	22
	4.2 Advantages and Disadvantages of the application	23
	4.3 Implementation on Data/Model/Process/Hardware	24
	4.4 Testing And Result Discussion	24
5	Conclusion	25
	5.1 Introduction	25
	5.2 Research Constraint	26
	5.3 Future Work	27
6	References	28
7	Appendices	29-39

LIST OF TABLES

Table NO.	Title	Page
2.1	Comparison between Mouse Kit and Ppt Remote Controller	10
2.2	Comparison between Remote Link and AIO Remote	11
3.1	Aspire E1 – 421 -1800 Specification	17
3.2	Sony Xperia E4 Specification	18
3.3	Eclipse Mars Specification	19
3.4	NetBeans Specification	20
4.1	Advantages and Disadvantages of the system	23

LIST OF FIGURE

Table NO.	Title	Page
2.1	Mouse Kit application interface a) Home Interface, b) Presentation Interface, c) Mouse Interface	6
2.2	Ppt Remote Controller application interface a) Home Interface, b) Presentation Interface, c) Connection Interface	7
2.3	Remote Link Controller application interface a) Connection Interface, b) Mouse Interface, c) Presentation Interface	8
2.4	AIO Remote application interface a) Menu Interface, b) Mouse Interface, c) Presentation Interface	9
3.1	Phase in Agile Methodology	13
3.2	Use Case Diagram	14
3.3	Context Diagram	15
3.4	Gantt Chart	21

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ABSTRACT

Presentation skills is very important nowadays. Using slideshow as medium to deliver the main point in a presentation is one of the standard used by a presenter. It is widely used in learning, business, and open talk. In order to attract audience, presenter must have a good presentation skills. But presenting by using manual controller such as mouse and keyboard will affect the presentation flows. Presenter need to control their own slideshow yet they need to communicate with the audience. Presenter need to move freely while doing a presentation otherwise the audience will get bored with the presentation or even worse the presenter will lose their attention. Controlling the slideshow without effecting their presentation skill is a very difficult things to do. Based on the observation and research, to solve this problem, presenter need something that they can use to control their slideshow remotely while reducing the interruption with their presentation flows. Developing a mobile application that can control the slideshow with various type of controlling option is the best way to solve this problem. Mobile application is suitable for current daily activity. Because people nowadays used smartphone and bring their smartphone everywhere even at working space. Therefore, mobile application is the best solution to what medium user need to use to control their slideshow remotely. Testing the finished product to a group of target user will help improve any bug or error before it will released as a finished product. It is the best way to identify any problem or improvement by testing the product using the target user. The finished product will help improve the presentation flows of the presenter that used this slideshow remote control. Further improvement of this product will involve in new development of a new mobile application or new version of the current product.

CHAPTER 1

INTRODUCTION

1.1 INTRODUCTION

Slideshow becoming the most popular medium used for presentation and also in educational purposes such as in teaching and learning section. The most commonly used software used are Microsoft Power Point for Windows and Keynote in Mac. In order to do a presentation using this software, user need to used mouse or keyboard as navigator. In mouse especially 5 buttons mouse, user can move to the next slide or back to the previous slide, by using keyboard, user can use more functions while doing presentation.

Educational purposes, lecturer or teacher use slideshow to teach students in classroom or lecture hall. Lecturer or teacher need to move back to their pc/laptop in order to change to next slide. There are automatic timer to change the slides but it is inconvenient during presentation that need a long explanation. A device called wireless remote control is widely used by lecturer and teacher in order to control the slideshow remotely. This help user to control the slideshow without using mouse or keyboard as navigator. Other option that user can choose to control their slideshow remotely is to download an application for smartphone. It allow user to control their pc only by using smartphone including controlling slideshow. All the application is button base application. User interaction with the application is based on button provided.

1.2 PROBLEM STATEMENT

In order to deliver a good presentation, presenter need to move from one to another place in order to make the presentation more interactive. Cornell state that one of the tips in order to deliver a good presentation is to avoid standing behind the computer when presenting PowerPoint [1]. Controlling slideshow manually using keyboard or mouse limits the movement of the presenter. This is because the presenter need to move back to their device whenever their need to move to the next slide or previous slide. In an article PowerPoint Presentation Advice, (Splane, 2006) presenter are advised not to hide behind lectern and always keep on eyes on the audience while doing presentation as it is important part of the body gesture of the presenter [2].

Limited movement means less interaction between presenter and audience. This often happen when presenter control their slide directly from the computer. Interaction between presenter and audience is very important since the purpose of presentation is to ensure that audience understand and remember each point that the presenter deliver. Harrington and Carr state that the success or failure of your presentation will hinge on how effectively you engage your audience [3].

By using the wireless remote control that available on the market, it only have a limited function such as move forward or previous slide and comes with laser pointer. But this will cost money because the price of this controller is expensive. It is not very suitable price for student since it is not used frequently used.

For record, there are over 6.54 million people used smartphone in Malaysia in 2012 based on the research taken from Malaysian Communications and Multimedia Commission [4]. The number is rapidly increase throughout the years. There are many application available for smartphone user for Android and also for Mac user to control smartphone. But all the application is button base application which user need to use button provide by the application. User need to refer back to their phone in order to press the button to avoid mistake in pressing button.

1.3 RESEARCH OBJECTIVE

- I. To develop an application that control slideshow presentation.
- II. To provide option for user to control slideshow presentation.
- III. To develop an improved application based on available application on the market by adding features to reduce distraction of the application towards the user during presentation.

1.4 SCOPE OF THE RESEARCH

- I. Develop mobile application by using Android Studio based on the requirement for the project.
- II. The target area for this research is in education area which will involving lecturers and students in Universiti Malaysia Pahang.
- III. Develop an application that can interact with smartphone function.