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.