BINUS UNIVERSITY INTERNATIONAL

BINUS UNIVERSITY

Computer Science Major

Multimedia Stream

Sarjana Komputer Thesis

Semester Even year 2008

Street Skateboarding Theory Simulation:

Character Movement and Environment

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Abstract

The objective of this thesis is to analyze the current learning media of street skateboarding, build a new skateboarding learning media using computer graphic software with 3D technology. To help people to learn skateboarding through a street skateboarding theory simulation, more than one viewing angle for learning skateboarding tricks and slow motion feature to aid users.

The analysis of the current learning media and enthusiasts will be made by interviewing a pro skater and distribute questionnaire to all people both skaters and non skaters. From the questionnaires, pie charts will be used to explain the details of the current learning media and enthusiasts' type. The results of the questionnaire will be used to create the street skateboarding theory simulation. The Waterfall method will be used to make a mock-up of the simulation so that the users could see and try out the simulation.

The result of this thesis is that this Street Skateboarding Theory Simulation will be created as a new learning media to help people, both skater and non skater, in learning skateboarding tricks and also to solve problems of learning skateboard through other media.

To conclude, this Street Skateboarding Theory Simulation is aimed to help people to learn street skateboarding.

Keywords: Skateboarding, Simulation, Computer graphic software, Waterfall method.

ACKNOWLEDGEMENT

First of all, I would like to thank God that I can complete my education in BiNus. Without His blessings, I would never have my health, knowledge, patience, and passion to make this thesis. I would also like to thank my parents for their endless patience, kindness, care, and support through my whole life, without them I would never be what I am now. I am grateful to have my sharing partner, Aditya Krisna, to encourage, support, and be with me through all of the bad and good times together.

My appreciation and gratitude for all the lecturers in Bina Nusantara International who have passed onto me a lot of valuable knowledge and skills in these 4 years of study. Special thanks to Mr. Erwin Adi, my supervisor, for all the guidance, critics, support and kindness that I have received in terms of the ideas and corrections throughout this thesis.

I would like to express gratitude to pro skater Firman Boesly for granting me the interviews and also all the respondents who kindly have spared their time to answer the questionnaires and test my thesis. They were open and cooperative during the process of interviews and testing process giving me very valuable comments and critics which no doubt was crucial for this thesis. Their answers and feedback have definitely helped me a lot.

Last but not least, I will not forget to thank my friends, particularly students of Computer Science batch 2008 for being such great buddies and for all the wonderful times.

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