

tersebut termasuklah menghasilkan sebuah model maya 360 darjah yang membolehkan pengguna berinteraksi secara simulasi dengan pelbagai elemen multimedia sama seperti mengunjungi kedai buku fizikal serta menerapkan fungsi kebolehcapaian dan aksesibiliti *World Wide Web Consortium (W3C) Disability Accessibility* seperti penggunaan paparan pelbagai kontras (Jim A. et al., 2016) serta bantuan audio.

PENAKUAN

Penulis ingin berterima kasih kepada pihak Fakulti Teknologi dan Sains Maklumat (FTSM) dan Universiti Kebangsaan Malaysia kerana memberi peluang kepada saya untuk menjalankan projek ini.

RUJUKAN

- Antonio, C. 2015. Introducing the New System Fonts. Apple: Developer. <https://developer.apple.com/fonts/>.
- ISO 9241-210. 2010. Human-System Interaction. Part 210: Human-Centered Design for Interactive Systems. International Standardization Organization (ISO).
- Jim A., Andrew K. & Shawn L. 2016. Accessibility Requirements for People with Low Vision. W3C Working Draft. <http://www.w3.org/TR/2016/WD-low-vision-needs-20160317/>.
- Kara, P. 2019. The Layer-Cake Pattern of Scanning Content on the Web. The Nielsen Norman Group. <https://www.nngroup.com/articles/layer-cake-pattern-scanning/>.
- Kelley, G. 2020. 5 Principles of Visual Design in UX. The Nielsen Norman Group. <https://www.nngroup.com/articles/principles-visual-design/>.
- Malaysia. 1969. Akta Institut Penyelidikan dan Kemajuan Pertanian Malaysia. (Akta 11).
- Malaysia. 2021. Dasar Revolusi Perindustrian Keempat (4IR) Negara. Unit Perancang Ekonomi.
- Mon, Paul, M., Sal, Guyh W. & Gemmajm, R. 2019. Hierarchical Task Analysis. The Oxford Handbook of Expertise: 354.
- Morkes, J. & Nielsen, J. 1997. Concise, Scannable and Objective: How to Write for the Web. Nielsen Norman Group. <http://www.nngroup.com/articles/how-users-read-on-the-web/> and <http://www.nngroup.com/articles/concise-scannable-and-objective-how-to-write-for-the-web/>.
- MyGovernment. 2006. Garis Panduan Portal Mygovernment dan Laman Web/Portal Agensi-Agensi Sektor Awam. https://www.terengganu.gov.my/images/muat-turun/3-Pek-012006-Garis-panduan-lamanweb-v2_4-b.pdf.
- Nielsen, J. 2000. Why You Only Need to Test with 5 Users. The Nielsen Norman Group. <https://www.nngroup.com/articles/why-you-only-need-to-test-with-5-users/>.
- Nielsen, J. 2010. E-Mail Newsletters: Increasing Usability. The Nielsen Norman Group. <https://www.nngroup.com/articles/e-mail-newsletters-usability/>.
- Nielsen, J. 2012. Usability 101: Introduction to Usability. The Nielsen Norman Group. <http://www.nngroup.com/articles/usability-101-introduction-to-usability/>.