

CAMP APPS: PROPER GUIDE FOR CAMPING

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**BACHELOR IN CREATIVE MULTIMEDIA (HONS.)
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CAMP APPS: PROPER GUIDE FOR CAMPING



By

ABDURRAHIM HAFIZH

**POLITEKNIK
NEGERI
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**Project Submitted in Partial Fulfillment of the Requirements for the Degree of
Bachelor in Creative Multimedia (Hons.) in the Faculty of Information Sciences
and Engineering**

February 2023



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Abstract of project presented to the Senate of Management & Science University in partial fulfillment of the requirements for the degree of Bachelor in Creative Multimedia (Hons.).

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ABSTRACT

Camping is a popular form of accommodation and outdoor recreation, providing liminal opportunities to escape, rejuvenate, and socialize with family, friends, and fellow campers. Due to Covid-19 in 2019, many campers have decided not to camp. But in recent times, the number of Covid-19 cases in Malaysia has decreased considerably. Because of that, camping growing in popularity across the countries much more than before including in Selangor, Malaysia. However, there are quite a lot of people who don't know anything about camping, especially beginners or newbies. This research is to identify areas in assisting newbies on preparation on camping and guidelines during the activities. The objective of the design is to create an easy-to-use app that will assist campers in preparing for their trip, packing the necessary gear, search up campgrounds, and making the most of their outdoor experience. This research is to identify areas in assisting newbies on preparation on camping and guidelines during the activities. The research utilizes a quantitative methods approach data collection and analysis. The quantitative component involves conducting a survey among a larger population of campers in Selangor to evaluate the effectiveness of the app in enhancing their camping experience. Data for feedback will be collected using a google form. Design, usability, color, and layout will be assessed and used as the user's desired data.

Keywords: Mobile Application, Camping, Campground, Tutorial, User Interface.



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Abstrak tesis yang dikemukakan kepada Senat Management & Science University sebagai memenuhi sebahagian keperluan untuk ijazah Bachelor Multimedia Kreatif (Kepujian).

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ABSTRAK

Perkemahan ialah cara yang digemari untuk menghabiskan masa di luar rumah, menawarkan peluang untuk berehat, mengisi semula tenaga dan bersosial dengan orang tersayang dan rakan-rakan perkhemahan. Disebabkan Covid-19 pada tahun 2019, ramai yang mengelak daripada berkhemah, tetapi apabila jumlah kes menurun di Malaysia, perkhemahan menjadi lebih popular, terutamanya di Selangor. Walau bagaimanapun, terdapat ramai pemula yang tidak biasa dengan perkhemahan. Kajian ini bertujuan untuk mengenal pasti kawasan di mana pemula memerlukan bantuan dengan persediaan dan garis panduan untuk perkhemahan. Matlamatnya adalah untuk mencipta aplikasi mesra pengguna yang membantu perkhemahan dalam merancang perjalanan mereka, peralatan pembungkusan, mencari tapak perkhemahan dan memaksimumkan pengalaman luar mereka. Kajian menggunakan kaedah kuantitatif, termasuk tinjauan penduduk perkhemahan di Selangor untuk menilai keberkesanan aplikasi. Maklum balas akan dikumpulkan menggunakan Borang Google, menilai reka bentuk, kebolegunaan, warna dan reka letak mengikut keutamaan pengguna.

Keywords: Mobile Application, Camping, Campground, Tutorial, User Interface



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The researcher realizes that this final project is still not perfect due to limited ability and experience. Therefore, the researcher expects constructive criticism and suggestions for the improvement of this final project. Finally, we return all our affairs to Allah SWT, and the author hopes that this research can be useful for all parties.



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CHAPTER I

INTRODUCTION

1.1 Project Background

In recent times, the number of COVID-19 cases in Malaysia has decreased considerably. From July 23 to October 5, there was a reduction in Covid active cases. As evidenced by government data on COVIDNOW, July 23 recorded cases of covid reached 49,548 cases. Meanwhile, on October 5, the number of COVID-19 cases decreased to 23,038 cases.

To that information, the number of suicide cases will also decrease. According to data from the Royal Malaysian Police (PDRM), the total number of suicide cases for 2019 was 609 cases. In 2020, a total of 631 cases were recorded while for the period from January to May 2021, a total of 468 cases were reported. This figure proves several things, and one of them is that suicides are found to increase during the Covid-19 pandemic season (Faiz, 2022). This prove that covid are the main cause of stress. As stated by The Guardian (Bryant, 2020), The coronavirus has sparked a surge in RV or motorhome purchasing and rental, and enthusiastic camping and “glamping” bookings as Americans attempt to escape months of quarantine for a summer break while avoiding flights and keeping their distance.

Airbnb (Airbnb, 2022) also stated that Covid-19 has changed tourism in many ways. Since the start of the pandemic which has left such a huge impact on human life and society tourists are now thinking more about the impact of their vacations on their communities, local economies and the environment. Although

such discussions have only become more frequent in recent years, the pandemic has produced a diverse revival and accelerated the push towards more conscious and responsible tourism in the Asia Pacific. It also said that “most of our respondents stated that the positive impact that tourism can bring to local communities is important to them. When we took a closer look at this data, we found that 57% of tourists would like to avoid contributing to extreme tourism, while 69.9% stated that they are more likely to avoid vacationing in crowded places. A similar percent (71.7%) said they were more likely to travel to destinations that allowed them to avoid crowded places”. From this data, this started the rise of Malaysian people to vacation outside their homes to get relieve after the pandemic. News on 1011now (Brennan, 2021) said, Camping is growing in popularity across the United States. In Lincoln, they’re seeing the same trend of new campers, according to Camp A Way general manager Chris Queen. Not only is the campground seeing residential campers, but also campers from other states and all over the country.

However, because there are quite a lot of people who don't know anything about camping, they also don't know that there are many locations that are not recommended for camping. One issues in Malaysia is fishing and hunting, a few irresponsible individuals are among the main causes of forest fires in Malaysia. Director of the Malaysian Fire and Rescue Department (JBPM) Pahang, Ir. Dr. Wan Mohammad Zaidi Wan Isa said, the group often left their stopover site while in the forest without making sure the bonfire was completely extinguished, which could cause a fire. According to him, the big fires in Rompin and Muadzam Shah last year were caused by bonfires that were not fully extinguished. "Hunting and



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fishing activities in the forest can trigger forest fires and they start when these groups do not put out the bonfires before leaving. The abandoned campfire became the cause of the flames and eventually spread to nearby areas, this is based on what happened last year," he told reporters after the Pahang JBPM Annual Parade 2022 at the state JBPM Headquarters (Wahab, 2022).

Therefore, Researcher want to make an application on how to camp safely. Because at this time, there is no application that can tell campers to be safer in camping, especially in Selangor, Malaysia. By providing mobile applications in smartphone media, which currently almost everyone uses it everywhere. (Islam & Mazumder, 2017) Stated that The uses and popularity of mobile application are increasing day by day. Because of that, this method is effective to solve this problem. This application will have various features such as easy tutorials on camping, what to prepare for camping, finding available camping spots around Selangor, detailed info about camping sites, things not to do while camping, and providing links to e-commerce apps for purchasing or renting or trade-ins stuff needed for camping. This way, Researcher hope it can reduce the death or accident rate while camping.

1.2 Problem Statement

1. There is no application about camping focused in Selangor, Malaysia.
2. Many people are still confused when camping, especially beginners or newbies.



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3. There are still many local and international tourists who camp indiscriminately without knowing that there are legal or illegal locations for camping.

1.3 Objectives of the Project

1. To produce prototype of camp apps that guides how to camp.
2. To guide beginners or newbies on how to do a proper camping.
3. To give information about location and the do and don'ts while camping to beginners or newbies.

1.4 Research Questions

1. How to design a mobile application about a guide to camping?
2. Is the application have enough information to share to campers?
3. How effective is the mobile application in locating campsites and providing information to malaysian campers?

1.5 Definition of Terms

1. Camping

Camping is a popular form of accommodation and outdoor recreation, providing liminal opportunities to escape, rejuvenate, and socialize with family, friends, and fellow campers. Surprisingly, limited academic research has been conducted on the business and market segments of campgrounds (Brooker & Joppe, 2014).

2. Mobile Application



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A mobile application is a computer program or software running on a mobile device. It consist of system software that provides the basic non-task-specific functions of the computer, and application software which is used by users to accomplish specific tasks (Basnayaka, 2016).

3. UI

User interface (UI) is the asset that helps the user to interact with the product's interface for services (Sharma & Tiwari, 2021). UI is very focused on visual design to help users interact. User has goals and expectations, then UI helps the user to achieve his expectations and makes the user closer to their goal.

4. UX

User Experience (UX) is the contact with products and services with the help of an interface, interaction and experience (Sharma & Tiwari, 2021). UX exist to increase user experiece with the products and services making them feel satisfied with what they do or order.

5. GPS

A tracking system that outputs a position, navigation, and timing using satelite signal. GPS satelite will go aroud the earth twice a day with the exact route, each satelite will send signal that will be recive with GPS device and code them to get the percise location.

1.6 Significance of the Project

In theory, it is hoped that it will make Malaysians understand more about camping. especially for those who are just interested in camping or newbies. The



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results of this project are expected to reduce the accident rate while camping which means reducing the number of forest fires, animal extinctions, illegal fishing, and trespassing. This research also expected to add a level of trading camping equipment by providing selling, trading, and renting, even camping site rentals. On the other words, increasing and enhancing the sales performance in Malaysia.

1.7 Scope of the Project

The scope to be covered are;

1. The research will cover some relevant camping spots in Selangor, Malaysia.
2. The research will cover tourists both local and international tourists who are on vacation in camping site.

1.8 Assumptions and Limitations

This study is expected to make the people of Selangor Malaysia understand about how to camp. That way, it can reduce accidents while camping such as forest fires, pollution in forest areas, and other illegal activities. Campers can also find out about places that are allowed to camp.

The biggest limitation of this study is that there are so many camping locations in Malaysia, so this research will only cover camping sites in Selangor, Malaysia. This is due to the lack of time and funds available when conducting research.



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CHAPTER V

SUMMARY, CONCLUSION, AND RECOMMENDATION

5.1 Summary

Camping has recently become a popular outdoor activity that can be challenging for those who lack camping knowledge or newbies. To address this, an application has been developed to assist inexperienced campers.

However, there is currently no specific application available, particularly in Selangor, that offers camping tutorials. With the advancement of mobile application development, there is a great opportunity to create camping-focused applications.

The objective of this project is to reduce camping-related accidents, such as forest fires, animal extinctions, illegal fishing, and trespassing. By providing a comprehensive camping application, users will gain a better understanding of camping practices.

For this project, a quantitative approach was adopted. To ensure convenient data processing, a questionnaire was distributed using Google Forms to individuals residing in Selangor.

5.2 Conclusion

Based on the feedback survey that was circulated, the responses indicate a highly positive evaluation. All respondents, comprising 18 individuals (100%), expressed that the created application is effective in assisting users with proper

camping. Additionally, the overall design of the application received high praise from all 18 participants (100%).

5.3 Recommendation

Based on the questionnaire feedback that has been distributed, there are noteworthy recommendations that can be considered for inclusion in the application. One of these recommendations pertains to enabling users to directly upload videos or images from within the application itself, thereby enhancing their overall experience and facilitating the sharing of camping-related visual content. Additionally, it was suggested that the application's focus be specifically directed towards camping activities, with particular emphasis on popular pursuits like fishing, thus catering to the interests and preferences of the camping community more comprehensively.



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APENDIX

GOOGLE FORM QUESTIONNAIRE

1. Questionnaire

Final Year Project, Camp Apps: Proper Guide for Camping

Hello, my name is Abdurrahim Hafizh, candidate for Bachelor in Creative Multimedia from Management and Science University. Please allow me to request Mr., Mrs., Brothers and Sisters' willingness to take part in filling out and answering all of the questions on this form. This research was needed to construct a thesis entitled "Camp Apps: Proper Guide for Camping".

As a result, it is hoped that the respondents will provide honest replies in order to help this research. I appreciate your time and willingness, and I hope this research will be beneficial to all of us.

SECTION A: DEMOGRAPHIC

1. Gender
 - Male
 - Female
2. Age
 - 18 - 20 Years Old
 - 21 - 29 Years Old
 - 30 - 39 Years Old
 - Above 40
3. Occupation
 - Government Sector
 - Private Sector
 - Self-Employee
 - Unemployment / Student
4. Education
 - SPM / STPM / A-Level
 - Diploma
 - Bachelor
 - Master / PhD
5. Location
 - Seksyen 2-30
 - Bukit Julutan
 - Setia Alam
 - Kota Angrek

SECTION B: CAMPING APPS

1. Do you have camping applications?



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- Yes
 - No
2. Are you familiar with any camping applications?
 - Yes
 - No
 3. Is your camping application that you familiar with guides you how to camp?
 - Yes
 - No
 4. Is your camping application that you familiar with effective in its use?
 - Yes
 - No
 5. Is your camping application that you familiar with useful for helping you camping?
 - Yes
 - No

SECTION C: APPS GUIDANCE

1. Is an application how to camp really necessary for new people who want to camp?
 - Strongly Disagree
 - Disagree
 - Neutral
 - Agree
 - Strongly Agree
2. Do you believe there are still many people who are unsure how to camp?
 - Strongly Disagree
 - Disagree
 - Neutral
 - Agree
 - Strongly Agree
3. Can you easily find any good camping life hacks?
 - Strongly Disagree
 - Disagree
 - Neutral
 - Agree
 - Strongly Agree
4. Do you think there are still many people who don't know anything about what can/can't be done while camping?
 - Strongly Disagree
 - Disagree
 - Neutral
 - Agree
 - Strongly Agree
5. Are there still many people who are new/newbies at camping?
 - Strongly Disagree
 - Disagree
 - Neutral
 - Agree
 - Strongly Agree



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SECTION D: APPS IN LOCATING CAMPING LOCATION

1. Are you an experienced camper?
 - Strongly Disagree
 - Disagree
 - Neutral
 - Agree
 - Strongly Agree
2. Do you think you know any locations where camping is illegal?
 - Strongly Disagree
 - Disagree
 - Neutral
 - Agree
 - Strongly Agree
3. Do you think you know the dangers of camping?
 - Strongly Disagree
 - Disagree
 - Neutral
 - Agree
 - Strongly Agree
4. Do you think you know what not to do while camping?
 - Strongly Disagree
 - Disagree
 - Neutral
 - Agree
 - Strongly Agree
5. Do you think you know a lot of life hacks that can be applied in camping?
 - Strongly Disagree
 - Disagree
 - Neutral
 - Agree
 - Strongly Agree

OPEN QUESTION

How do you think I can improve the camping app to guide beginners?

2. Feedback Questionnaire

Camp Apps: Proper Guide for Camping Feedback Form

Hello, thank you for coming to my booth. my title is Camp Apps: Proper Guide for Camping. Please fill out this UI feedback form honestly. I appreciate any opinion you give!

1. Do you think this app can guide people on how to do a proper camping?
 - Yes

- No
- 2. Do the colors and overall design of the interface match?
 - Yes
 - No
- 3. Do you feel that UI elements, such as buttons and icons, are clearly visible and easily recognizable?
 - Strongly Disagree
 - Disagree
 - Neutral
 - Agree
 - Strongly Agree
- 4. Are you satisfied with the project?
 - Yes
 - No
- 5. What additional components should I include for the evaluation process?



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