BINUS UNIVERSITY INTERNATIONAL

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Computer Science Major
Minor in Marketing
Sarjana Komputer Thesis
Semester Even year 2008

Street Skateboarding Theory Simulation:
A User Interface Design to learn street skateboarding
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Abstract
The objective of this thesis is to analyze the current skateboarding scheme that is happening nowadays and build a user interface for the street skateboarding simulations to deliver a new and good media to learn skateboard tricks as an alternative way. The intention is that to make a street skateboarding as a media to teach about skateboarding tricks and things we need to do for being prepared. The teachings are delivered by written texts, audible voice, and also 3-D animation video for each of the tricks.

The analysis of current skateboarding scheme will be made by observing the skaters around the famous cities which are Bandung, Denpasar (legian), and also Jakarta where skaters can be found in some of the good skate spots and skate parks. The analysis is also done by giving questionnaires to some skaters and non-skaters to distinguish and predict what they need as if they want to learn and improve more on their skateboarding tricks. Interviews with the pro skaters in Indonesia were also conducted for their suggestions and some solutions of which kind of way for the teachings are right and understandable for the users.

The result of this thesis is a Street Skateboarding Simulation which makes a breakthrough on Medias for guiding and learning skateboarding and also invent a new alternative media that could ease up the learning method and also broaden the knowledge of skateboarding among the enthusiasts.

To conclude, The Street Skateboarding Simulation is aimed to convince more people to learn skateboarding, create a new way of learning it, and also increase the effectiveness in acknowledging the basics of street skateboarding which is dedicated mostly for beginners, and some skaters who are in the progress of improving their tricks.
ACKNOWLEDGEMENT

First of all, I would like to thank God because without His Will, I might never make it this far up to the very end until I almost graduate from College studies in Bina Nusantara University. Secondly I surely like to thank my parents for their support in any kind of things during my studies at the university. I’ve taken all this major studies to make them proud and also a privilege for myself to start a new life and also other things that I will take in the future. This might be my last piece work before I take other studies based on foreign languages which I have been dreamed of for a long time. After all, I really want to be good at some foreign languages instead of just English as my second one. So this study that I have made so far is dedicated to them and to show them the relationships between my past activities and the computer knowledge that I’ve learned to be related at each other, hopefully this can be useful for good street skateboard learning.

I would also like to thank all the lecturers of Bina Nusantara International University who have taught me many important knowledge and skills in these 4 years of study. I would like to gratitude my supervisor, Mr. Erwin Adi, for all the guidance, helps, corrections and suggestions that are really helpful in completing my thesis project.

I would never stop to thank my partner, Meriyana Citrawati, who have fully supported me during the first semester of college until the very end and also helped me building
and realizing the street skateboarding simulation learning multimedia, without the 3-D modeling and animations, my User Interface will be nothing.

Last but not least, as part of this Street Skateboarding Project, I would also want to express appreciation for my old skate friends in Paris, wherever you guys are in parts of the world right now, mainly; Kantapon Kaributra(Gap), Hajime Nakano, Oliver Martineau, SooBin Song and especially Victor Tora Isurugi who convinced and inspired me to skate back in 2002. I missed all of the things that we have done in high school times and this creation is dedicated as an appreciation of what we learned back in the past days. Even though some of us, including me, have stopped skating, but that won’t stop the spirit of skateboarding and also its lifestyles.

At last, I would like to thank Daniel Jensen and Angelo Schneider, alumni of Bandung International School and also amateur skaters who helped me in finding the skaters for my survey respondents also making arrangements to meet the pro skaters. Much thanks to the pro skater, Firman Boesly, who gave us a suggestion and told us what kind of good resources to be found that is useful for our development phases. And also all of those who support my ideas I would say thank you for everything. Hopefully this simulation can pass on among skaters so that it can be useful for supporting their skating activity.
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