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.