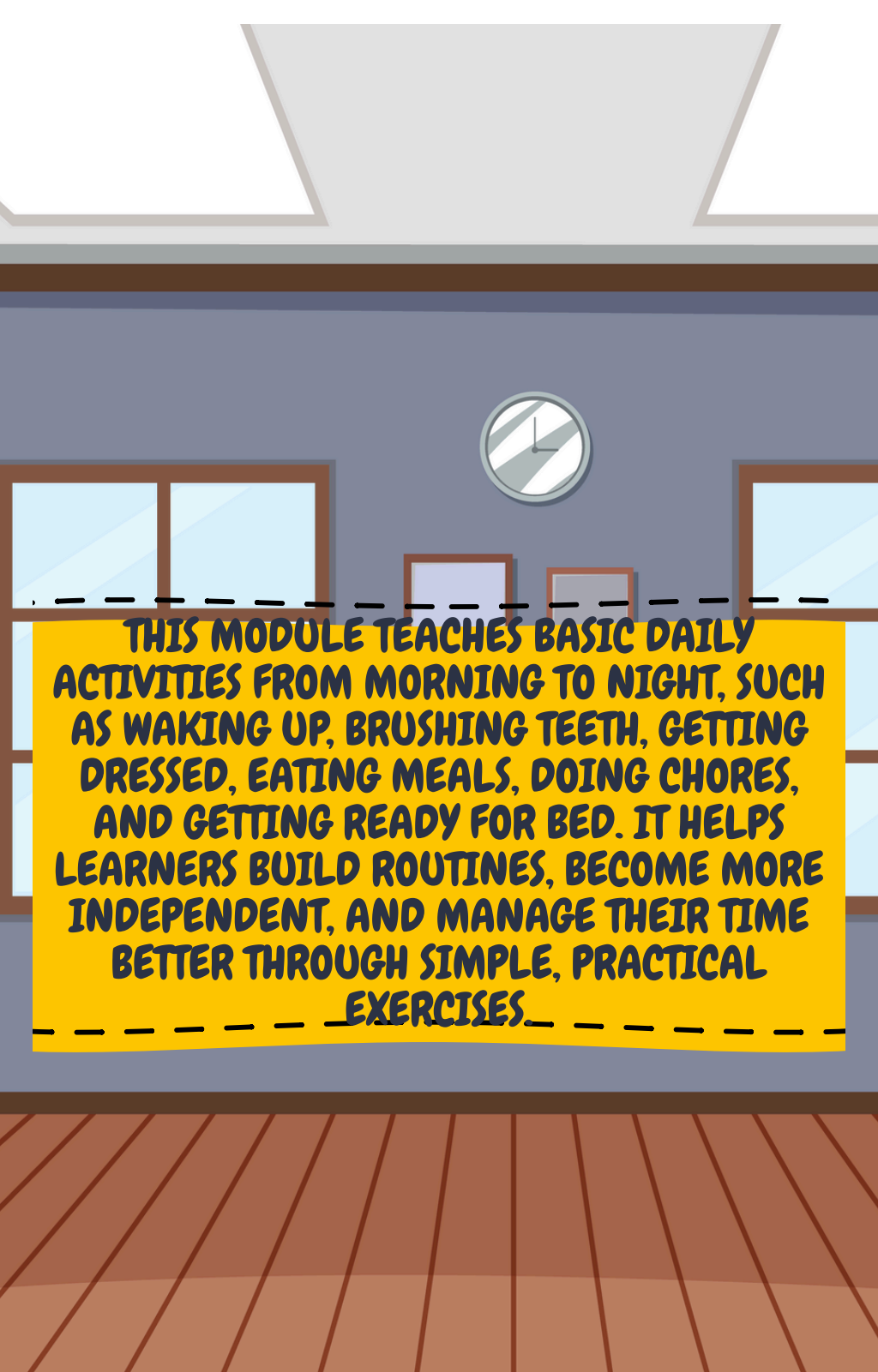


MODULE 6

DAILY LIFE

ACTIVITIES





THIS MODULE TEACHES BASIC DAILY ACTIVITIES FROM MORNING TO NIGHT, SUCH AS WAKING UP, BRUSHING TEETH, GETTING DRESSED, EATING MEALS, DOING CHORES, AND GETTING READY FOR BED. IT HELPS LEARNERS BUILD ROUTINES, BECOME MORE INDEPENDENT, AND MANAGE THEIR TIME BETTER THROUGH SIMPLE, PRACTICAL EXERCISES.



At the Lobby, an Avatar named Ahmad introduces his name.

There is a panel button where students can continue exploring their daily routine by clicking on the “Go to Animation” button.



Getting Up:

The students will see how the avatar named Ahmad wakes up from his bed. On the wall, there is a panel provided for the students to click on Lobby or Exit the game.



Tidying the Bed:
Next, the students move to Room 2, where they observe Ahmad tidying up the bed.



Brushing Teeth:
In this room, students learn the next routine—brushing their teeth—demonstrated by Ahmad



Showering:

After brushing his teeth, Ahmad demonstrates how to take a shower.

At the end of this section, students will see a panel with two buttons: (i) Breakfast, and (ii) Exit.



**Putting on Clothes:
Ahmad demonstrates how to wear the
school uniform.**



Breakfast:
Ahmad has his breakfast before going to school.



Putting on Shoes:
Students learn the next routine, which is putting on shoes, demonstrated by Ahmad.



Getting Blessing:

Ahmad receives his parents' blessing before going to school.

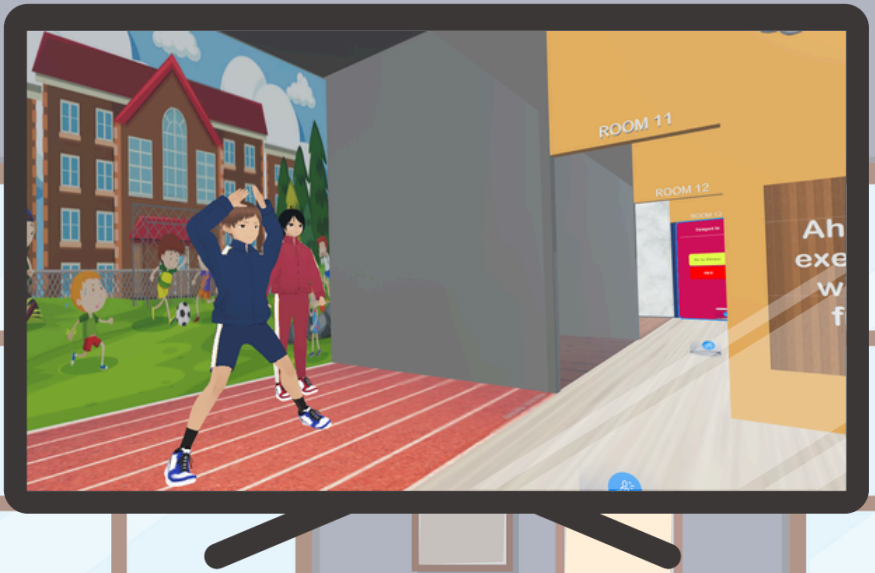
At the end of this section, a panel appears with two buttons: (i) Go to School, and (ii) Exit.



Walking to School:
This room shows Ahmad walking to school.



Learning in School:
This room shows the classroom
environment where Ahmad participates in
a learning session.



Exercising:
The environment is set in the evening,
where Ahmad exercises with his friend.



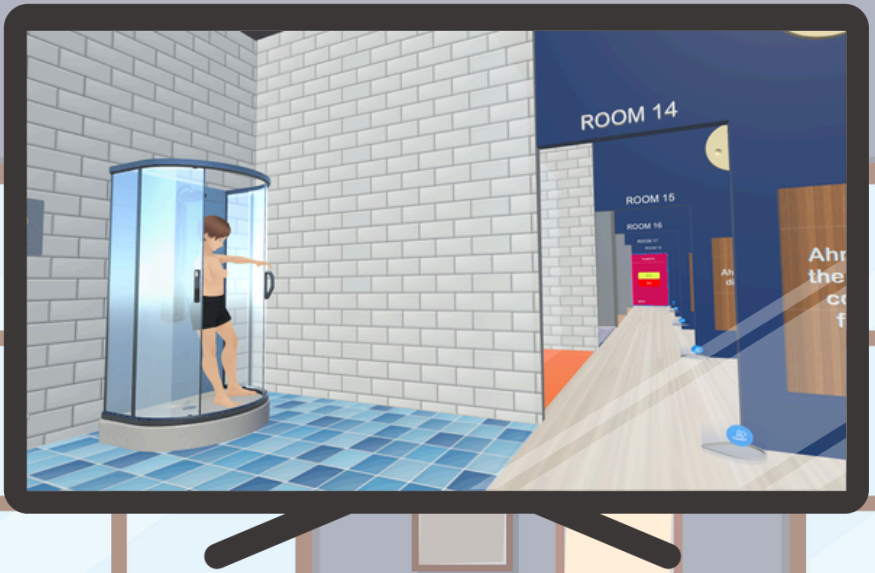
Ahmad and his friend are walking back home



Home Greeting:

Ahmad greets his mother upon arriving home.

At the end of this section, a panel appears with two buttons: (i) Go to Shower, and (ii) Exit.



Showering:
This room shows Ahmad taking a shower
after returning home from his evening
activities.



Dining:
This scene takes place in the kitchen,
where Ahmad is having dinner with his
parents.



Praying:
This room shows Ahmad and his father performing the Maghrib prayer.



**Revising and Doing Homework:
Ahmad revises his lessons and completes
his homework before going to bed.**



Going to Sleep:

This final scene shows Ahmad going to sleep as part of his daily routine. At the end of this section, a panel appears with two buttons: (i) Go to Lobby, and (ii) Exit.

The background of the entire page is a soft, pastel-colored sky with several colorful butterflies (purple, green, pink) and small stars scattered across it. At the bottom, there is a stylized illustration of a green field with a row of colorful flowers in shades of pink, red, yellow, and white.

SPECIAL THANKS TO :

**VR Developer: Mr. Muhammad
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**FOR THEIR INVALUABLE
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DEVELOPMENT OF THIS PROJECT.**

LEARNING THROUGH EXPLORING IMMERSIVE ENVIRONMENT

SYNOPSIS :

This VR-AI Module by PPDK USM is an innovative educational tool designed for individuals on the autism spectrum. Combining Virtual Reality (VR) and Artificial Intelligence (AI), it offers immersive, interactive learning experiences across engaging topics such as space, human anatomy, nutrition, animals, and 3D art.

With real-time feedback and adaptive content, the module supports personalized learning while empowering educators and parents through smart data monitoring. Built for inclusivity, this module represents a new era of digital learning and rehabilitation.

