

In the era of industrial 4.0 in the teaching and learning process, usage of information technologies from web tools aims to achieve easier, faster, and more efficient and effective knowledge transfer in education. The application of web tools interactive animations have become more and more important. The question arises as to what the reasons are which have made interactive animations a vital part of modern e-curricula. This paper will analyse characteristics of the augmented reality and animation towards the application of e-content in fundamental entrepreneurship e-learning. The second part of this paper will present an effective implication use of augmented reality and animation as a tool for teaching, learning and practising in the course.

## INTRODUCTION

Education Entrepreneurship

Course Area(s)

Learning Outcome(s)  
Cluster 1, 3D, 4A, 4B



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## AUGMENTED REALITY AND ANIMATION TRANSFORMATION IN FUNDAMENTAL OF ENTREPRENEURSHIP FOR TEACHING AND LEARNING

Chapter 16