

MANUAL OF BEHAVIOR SIMULATION BASED ON AUGMENTED REALITY

CASE Whistle-Blower : Hero or Prize Hunter?

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SIMULATION Augmented Reality

INSTALL THE APPLICATION



MARKER 3



MARKER 3 SHOWS THE END OF THE STORY

SIMULATION Augmented Reality

STARTING THE APPLICATION

OPEN THE APPLICATION



applications will appear.

MAIN PAGE

appear.



- 1 Tap the "Learning Materials" button to start marker AR scanner
- 2 Tap the "Test" button to open test page of a question
- 3 Tap the "Instruction" buttton to open instruction page
- **4** Tap the "Exit" button to exit from application

MARKER 2



MARKER 2 ETHICS CASE SHOWS THAT OCCURRED IN THE COMPANY

icons

MARKER 1



MARKER 1 SHOWS GENERAL INFORMATION OF THE COMPANY SIMULATION Augmented Reality

STARTING BEHAVIOR SIMULATION BASE ON AR

2

3







1 By tapping the "Material" button on the main page menu, you will see the camera smartphone ON.

After the camera smartphone ON, then navigate camera on marker to display Augmented Reality content.

make sure the lighting is enough and set the distance from the camera to the marker so that Augmented Reality can run.

> • When material is detected, then your smartphone screen will look like the picture on the side.

5 Then there is the video play button (A), tap the play video button to see video from the top of marker.

You can see the video, tap the video to pause the video and tap video to continue

6

B

Tap "<<" button to return the homepage.

SIMULATION Augmented Reality

OTHER MENU

OTHER MENU APPLICATION "WHISTLE BLOWER"



TEST MENU



Menu "Test" Contains 2 options : Do you want to be a Whistle Blower or Not

SIMULATION Augmented Reality

TEST MENU



Pilihan B Tidak menjadi Wistie Blower (Melarikan diri ke luar negeri)



This section will be showing the impact of each of the options to Stakeholder.

This section will be showing the impact of each of the options to :

- Family
- Government
- People
- Stockholder
- Employe
- Management
- Board of Directors

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