

Thesis Title	Development of an Ancient Digger Simulation Program Using Virtual Reality
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ABSTRACT

This research is a development of simulation program by using Virtual Reality technology about "Archaeological excavation process" with the following objectives: 1) Develop a simulation program on archaeological excavation process using virtual reality technology 2) assess the knowledge before and after using the program 3) evaluate the behavior after ancient digger Simulation Program 4) evaluate the efficiency and satisfaction the simulation program.

This simulation program designed and developed by the Unity game engine. For evaluation participated with students from Media Arts and Design department, faculty of Fine Arts, Chiang Mai University and people who are interested in virtual reality from Chiang Mai University. After experiment is being complete participants were assessed knowledge, evaluated behavior according to Bloom's taxonomy theory and assessed the efficiency, satisfaction based on the principles of measurement and evaluation of thinking by the researcher.

The results of study of simulation program development have been successful. The main featured system in this program is the simulation of human behavior with tools for digging antiquities according to the archaeological academic principles and the evaluation results from 10 people found that the average score from the test results after using the program has a higher score than the test results before using the program from 3.1 to 4.1 points. In the conclusion that the participants can improve cognitive development with statistical significance and the expression of behavior during the test. Which is a factor that promotes effective cognitive development, during testing program and the interest in using a program in accordance based on the theory Bloom's taxonomy and good to satisfy by principles of measurement. And evaluation of thinking, with the highest mean score perception is 3.92 points