

Building a 3D navigation guide model for the Learning Resource Center using Unity 3D and C# programming language.

Hoang Thi Thu Ha

Abstract: In the modern context, building an information visualization support system in learning resource centers has become essential to enhance educational efficiency. This topic focuses on developing an interactive 3D wayfinding model for the Learning Resource Center using Unity 3D technology and the C# programming language. Through a combination of theoretical research and experimentation, the project aims to contribute a useful technical solution that helps users easily locate and navigate services and areas within the center. The expected results will not only improve user experience but also provide a foundation for the sustainable development of future educational support systems.

Keywords: 3D model, Unity 3D, C#, Learning Resource Center, direction guide