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DEDICATION

I would like to dedicate my final project and this thesis to all lectures who had thought me about the ICT (Information Communication Technology) world. It is my honor to appreciate them for what they have given me since the first day I step my feet in KUTKM (Kolej Universiti Teknikal Kebangsaan Malaysia). Without them, this project and thesis might not been published as there are a lot of researches needed in developing a perfect project that contains all the multimedia elements.

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ABSTRAK

Tujuan utama kiosk ini dibangunkan adalah untuk memperkenalkan organisasi dengan menggunakan teknologi terbaru bagi membuat sesuatu persembahan. Projek ini juga menggabungkan semua elemen-elemen interaktif yang dapat membantu pengguna untuk mengetahui tentang organisasi KAFA dengan lebih terperinci. Skop utama pembangunan kiosk ini adalah untuk memperkenalkan organisasi KAFA kepada umum dengan lebih mudah dan berkesan terutama kepada peminat bola sepak. Selain itu, kiosk ini juga dimasukkan dengan gambar yang bercirikan realiti maya di mana pengguna dapat melihat gambaran dengan lebih jelas. Pembangunan projek ini memerlukan perisian multimedia yang sesuai. Perisian yang akan digunakan adalah Macromedia Director, Swish, Adobe Photoshop, Panorama Factory dan sebagainya. Dalam pada itu juga, kiosk ini membenarkan pengguna berinteraksi secara interaktif apabila pengguna ingin mengetahui maklumat dan kepentingan organisasi KAFA. Akhir sekali, melalui penggunaan kiosk ini, pengguna akan mendapat gambaran yang lebih jelas dan mengetahui segala maklumat serta aktiviti yang berkaitan dengan organisasi KAFA seperti carta organisasi, berita bola sepak, gambar-gambar dan lain-lain lagi dengan lebih mudah dan dapat menggunakan elemen multimedia.

ABSTRACT

The main purpose of the development of this kiosk is to introduce the organization using latest technology. This project also combined all interactive element that will surely quide the user in getting detail information about the KAFA organization. The main scope of developing this kiosk is to introduce the KAFA organization to the user especially the soccer fans in essier and effective way. This kiosk contains images that have virtual reality element where the user can see the images more clearly. The development of this kiosk will involve the used of certain software such as Macromedia Director, swish, Adobe Photoshop, Panorama Factory and etc. The kiosk will also let the user to interact interactively while accessing information about KAFA organization. Lastly, the user will get a full picture of by using this kiosk. User also can get to know the information such as activities that involve KAFA organization, the organization chart, soccer news, pictures and other kind of information using multimedia element that can be use easily.

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LIST OF ABBREVIATION

SHORT FORM	TEXT
KUTKM	Kolej Universiti Teknikal Kebangsaan Malaysia
KAFA	Persatuan Bola Sepak Kelantan
VR	Virtual Reality
MDM	Multimedia Design Methodology
CPU	Control Processing Unit
CD-ROM	Compact Disc-Read Only Memory
ICT	Information and Communication Technology
CD	Compact Disc
CDRW	Compact Disc Rewritable
MS	Microsoft
PC	Personal Computer
FTMK	Fakulti Teknologi Maklumat Dan Komunikasi
MPEG	MPEG
MIDI	Music Instrument Digital Interface
JPG	JPEG
GIF	CompuServe GIF
BMP	Windows Bitmap
CD-ROM Burner	Compact Disc Read Only Memory Burner

CHAPTER 1

INTRODUCTION

1.1 Introduction

Kiosk that was built was all about the 'Persatuan Bola Sepak Kelantan (KAFA)'. This association was in charged on managing and handling all matters about football management in Kelantan. It involved the players, the coaches, assistant coaches, the Technical Executives, and all the Kelantan football clubs members. This kiosk consists of all the association information and all activities about its managements. This kiosk in other word can make it easier for the visitor such as the Kelantan football fans to get to know all information that was provided by the KAFA.

These kiosks are full added with all the association information and activities and pictures such as snapshots, videos, and pictures that have the elements of virtual reality (VR). This entire element will surely increased the user understanding by seeing the views or environments of the stadium, its building design, its management office, the tickets counters, the clubs office, and also the profile of the KAFA itself. The interfaces of this kiosk also was made using user friendly interface where all the buttons that was used are simple, easy to understand, and interacting with the formal color for the association.

This kiosk was implemented using all elements for developing a multimedia product/project. The elements are such as the texts, graphics, videos, and lastly the

animations. Software such as Macromedia Director, Flash, Swish and other type of video and audio software are used for this kiosk.

1.2 Objective

To achieve the main purpose of this project, there are lists of objectives that can be state on. This object was used as a guide line for implementing the kiosk. The objectives are :-

1. To develop a 'Persatuan Bola Sepak Kelantan (KAFA)' kiosk that can guide user especially the Kelantan football fans in achieving the information about the association.
2. To develop an interface that is more interacting and user friendly and in the same time to implement the virtual reality method.
3. To make it easier for the user to achieve information through the button that was made in interacting and easy to understand way.
4. To attract the football fans to come and visited the 'Persatuan Bola Sepak Kelantan (KAFA)' where all the information can be reached easily.

1.3 Problem Statement

As we know, there are still not many clubs or association that have its own kiosk in order to involve all type of sides whether formal side or non-formal side. And if there is a kiosk in certain association, it only focused on the internal used of the club or association.

The problems statements that are centered for this project are involving the fans and the visitor that visited 'Persatuan Bola Sepak Kelantan (KAFA)'. All this

past year, the football fans only achieved KAFA information through the web site that was limited in detail information.

The second problems statements are the pictures involving KAFA whether picture of the association side, the players, and all the activities that was took placed in KAFA and the Kelantan football fans club. The problems statements happens when all the pictures that was mention above are not updated on the website and do not have the virtual reality element in it.

1.4   Project Scope

In developing this project, there are a few main focused that must be taken as a serious matter. And as for this the project scope are listed out, the scope are:

1. Project that was developed are for the used of user/visitor that visited 'Persatuan Bola Sepak Negeri Kelantan (KAFA)' only
2. All visitors especially from all level football fans can use this kiosk.
3. To introduce the 'Persatuan Bola Sepak Kelantan (KAFA)' to the general and also to the football fans
4. There is information about the association and the Malaysian league chart that included the Kelantan football team and also pictures in virtual reality elements.
5. Was developed using Director, Adobe Photoshop, Panorama Factory and Flash.

1.5   Project Significant

The significant value of this project is that it was developed in purposed of making all the information involving the KAFA got a chance to be spread to the

general knowing. It was hoped that the information that was achieved by the user are detail updated and easier to access. The project was made user-friendly for the football fans that come to visit the 'Persatuan Bola Sepak Kelantan (KAFA)'.

This can be see from the information accessing view where nowadays information are only can be achieved by accessing the internet and search for the Kelantan football website. This type of method will have its own problems such as the measuring of the accessing time for getting a information and also the computer system capability are to weak. Another factor is the interface of the web site is too simple and its presentations are not user-friendly. The information is also not well updated. All this factors will effect the user acceptance of getting information of the association.

In other word, the development of this kiosk will surely helped the association side in attracting more football fans especially the Kelantan football fans to come and visited the 'Persatuan Bola Sepak Kelantan (KAFA)' building. This kiosk will be used as a guideline for the visitors when visiting the building.

As for this, the development of this project will worked as an information source applications where user especially the football fans can reached any information about the association and get to know the activities that was running by the association. This information can be achieved easily, effectively and interactively with user-friendly features.

1.6   Conclusion

As a conclusion, this chapter explained the concept of the project that was built such as the purpose of project implementation and explained on the organization that was used a guideline throughout the project. These chapters also

explained on defining the problems statements and also propose a few problems solving methods. Objectives of the project are defined and expectations of the final project output are briefly explained. There are also a project scope and also aspects of research and lastly explanation about the project significant that was built.

CHAPTER 2

LITERATURE RESEARCH

2.1   Introduction

In developing and producing this kiosk, researches and observations of the available website that was seldom been used by the user are implemented. This are done to ensure that the kiosk that was developed have the features that are better than the available website.

In development o this project, the resource are firstly collected from the internet that is from the available website. The website that was explored is http://kelate.xs3.com and www.kelate.net where it was the formal website for the KAFA and the Kelantan football club. Other than that, the information are gather from the football magazine and the newspaper that involve the Kelantan football news. Researches and guideline that was done are important and was needed in ensuring all the kiosk implementation tasks are done perfectly without any doubt.

2.2   Case Research

The available website is need for a updated information. This is done as its issues are changed all the time and the needs of providing new information are required for the football scenario in Kelantan. As for this, the information in the

website must be updated in the future by providing match tables of the Kelantan football match.

As for the kiosk that was developed, it provided with general information of the KAFA where it was focused on introducing of the KAFA management to the visitor that visited the KAFA management office. It was used as a guideline for the visitor when visiting the place.

The advantages of this kiosk that was developed compare to the available website can be listed as below and this comparison has been done questionnaire. *(Please refer to appendix V)*

Likert Scale

0	1	2	3	4	5
No	No Suitable	Suitable	Medium	Good	Very Good

Characteristics	www.kelate .xs3.com	www.Fam. org.my	Perlis Singa Utara.com	KAFA KIOSK
Interface Design (Design interface)	4	5	3	4
Button (Suitable and neat)	3	4	2	4
Virtual Reality (Suitable used)	0	0	0	5
Video (Suitable used)	2	0	0	4
Music (Suitable used)	0	3	0	3
Volume (Suitable used)	0	0	0	4

Animation (Suitable used)	2	3	2	4
Color (Suitable for the interface)	3	4	1	4

Table 2.1 : Comparing Table *(Please refer appendix V)*

KAFA have introducing and promoting its association to the general and to the football fans through the website and magazine. By the development of this kiosk, KAFA have used of the kiosk application wisely in promoting and introducing the KAFA association toward the changes technology era by using the using right technique in achieve the main purpose or objective.

In the same time, the kiosk that was built are implemented using a new technologies that was known as virtual reality (VR) where user can view the environmental scene of the stadium and the KAFA management of office in 360 degree of freedom. This will create a situation where user can be present and feel the real environment of each places.

In interface perspective, the kiosk was implement using interface that have user-friendly concept where button that was used are made standard, easily to understand and interactive. The used of red color are implemented to meet with the formal color of the KAFA. In the same time, the used of software such as the flash and switch technology have made the kiosk interface more interesting.

As for this, the KAFA kiosk is one step of introducing KAFA to the general and t the football fans and Kelantan football supporter. The development of this kiosk have given many credits and facilitated the KAFA management side in promoting issues and in the same time give easy access for the user/visitor in getting information about KAFA.

2.3   Conclusion Of Literature Research

Kiosk that was developed was for the used of KAFA in introducing the association. It also in purposed of given information for the visitor that visit KAFA to get to know the KAFA information and its activities. This will surely gave a good facilitation for the user and also to the visitor.

In general the looks like Interactive-CD type of application where all the information that involving the KAFA such as the organization chart, the executive list, player list, and other department that have connection with the KAFA management are included in this kiosk. This kiosk also added with many pictures whether static pictures, videos, and also picture with virtual reality features. There are also activities that was running by the KAFA side whether monthly activities or activities that was done every year.

This kiosk can be used by all level type of citizen and religious. By using interactive button, it will surely attract the visitor to visit the KAFA. It was hoped that this kiosk will have a new achievement for the KAFA management in exploit the latest technology.