

## BORANG PENGESAHAN STATUS TESIS

JUDUL : BIJAK KIRA, MATEMATIK TAHAP 1 : METAFORA PERMAINAN

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BIJAK KIRA  
MATEMATIK TAHAP 1 : METAFORA PERMAINAN

NOOR ANIS BINTI BAHARUDIN

This report is submitted in partial fulfilment of the requirements for the  
Bachelor of Computer Science (Interactive Media)

FACULTY OF INFORMATION AND COMMUNICATION TECHNOLOGY  
UNIVERSITI TEKNIKAL MALAYSIA MELAKA  
2013

## DECLARATION

I hereby declare that this project report entitled  
**BIJAK KIRA**  
**MATEMATIK TAHAP 1 : METAFORA PERMAINAN**

is written by me and is my own effort and that no part has been plagiarized  
without citations.

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SUPERVISOR : \_\_\_\_\_ Date: \_\_\_\_\_

(DR. NORASIKEN BINTI BAKAR)

## DEDICATION

I dedicate this thesis to my beloved parent Baharudin Bin Mat Noh and Noreha Binti Abdul Aziz, who always support me in every way besides spend their time and money without hesitation. Not to forget to my siblings and friends who have been so close to me that I found them with me whenever I needed. It is their unconditional love that motivates me to set higher target.

I also dedicate this thesis to my supervisor Puan Norasiken Binti Bakar who always gives me support and ideas during her supervision. It is such an honour to me to have her as my supervisor. Last but not least to all students who will use this courseware, hope they can gain knowledge and have fun during learning activity.

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Finally, I also placed on record, my sense of gratitude to one and all who, directly or indirectly, have lent their helping hand in this thesis.

## ABSTRACT

“Bijak Kira, Matematik Tahap 1 : Metafora Permainan” is an educational CD interactive courseware. This 2D module is a learning module for Tahap 1 primary school students which are for standard 1, 2 and 3 to learn mathematics.

The module consists of a main menu with 3 sub-modules which are “Panduan Pengajaran”, “Lembaran Maklumat” and “Lembaran Kerja”. All the explanation will be explained by using 4 multimedia elements which are text, picture, 2D animation and sound in order to attract the students and give better understanding.

In “Panduan Pengajaran” module, there are explanations about how to teach the students about the selected topic so that they can learn well. Therefore, in “Lembaran Maklumat” module, 2D animation will be used to achieve the objective to teach by using metaphor approach. For examples, there are scenarios that create using 2D animation such as playing balls, calculating animals at farm, buying foods at market, activity how to read time and date and also calculating length, weight and volume with correct measurement.

Meanwhile, in “Lembaran Kerja” module there are quiz that need to be answer by the students based on what they learn in module “Lembaran Maklumat”. The questions for the quiz will be present in the form of board game such as a wheel game and drag and drop game so that can give exciting mood during the quiz.

## ABSTRAK

“Bijak Kira, Matematik Tahap 1 : Metafora Permainan” adalah perisian pendidikan CD interaktif. Modul 2D ini adalah modul pembelajaran untuk pelajar Tahap 1 sekolah rendah iaitu untuk darjah 1, 2 dan 3 bagi mempelajari matematik.

Modul ini terdiri daripada menu utama dengan 3 sub-modul iaitu “Panduan Pengajaran”, “Lembaran Maklumat” dan “Lembaran Kerja”. Semua penerangan akan diterangkan dengan menggunakan 4 elemen multimedia iaitu teks, gambar, animasi 2D dan bunyi untuk menarik perhatian pelajar-pelajar dan memberi kefahaman yang lebih baik.

Dalam modul "Panduan Pengajaran", terdapat penjelasan tentang bagaimana untuk mengajar pelajar-pelajar mengenai topik yang dipilih supaya mereka dapat belajar dengan baik. Oleh itu, dalam modul "Lembaran Maklumat", animasi 2D akan digunakan untuk mencapai matlamat untuk mengajar dengan menggunakan pendekatan metafora. Untuk contoh, terdapat senario yang diwujudkan menggunakan animasi 2D seperti bermain bola, mengira haiwan di ladang, membeli makanan di pasar, aktiviti bagaimana untuk membaca masa dan tarikh dan juga mengira panjang, berat dan isipadu dengan ukuran yang betul.

Sementara itu, dalam "Lembaran Kerja" Modul terdapat kuiz yang perlu dijawab oleh pelajar-pelajar berdasarkan apa yang mereka belajar di dalam modul "Lembaran Maklumat". Soalan-soalan untuk kuiz adalah dalam bentuk “board games” seperti permainan roda dan gerakkan objek supaya boleh memberi mood yang ceria semasa menjawab kuiz.

## TABLE OF CONTENTS

<b>CHAPTER</b>	<b>SUBJECT</b>	<b>PAGE</b>
	<b>DECLARATION</b>	ii
	<b>DEDICATION</b>	iii
	<b>ACKNOWLEDGEMENTS</b>	iv
	<b>ABSTRACT</b>	v
	<b>ABSTRAK</b>	vi
	<b>LIST OF TABLES</b>	xii
	<b>LIST OF FIGURES</b>	xiii
	<b>LIST OF ABBREVIATIONS</b>	xv
 <b>CHAPTER I</b>	 <b>INTRODUCTION</b>	
	1.0 Project Background	1
	1.1 Problem Statement	3
	1.2 Objectives	3
	1.3 Project Scope	4
	1.4 Project Significance	4
	1.5 Summary	5
 <b>CHAPTER II</b>	 <b>LITERATURE REVIEW</b>	
	2.0 Introduction	6
	2.1 Area of Study (2D Animation)	7
	2.1.1 Animation	8
	2.1.2 Learning Through Colour	9



2.1.3	Visual Learning Techniques	10
2.2	Elements of Multimedia	12
2.3	Current System	14
2.3.1	Case Study 1: Adapted Mind	14
2.3.2	Case Study 2: Matematik Untuk Prasekolah	15
2.3.3	Case Study 3: e-Learnin	16
2.4	Comparison of Existing System	17
2.4.1	Educational Goals	18
2.4.2	Detailed Course Content	19
2.4.3	Metaphor Approach	19
2.4.4	Board Games Quiz	19
2.5	Summary	20

### **CHAPTER III**

### **METHODOLOGY**

3.0	Introduction	21
3.1	Research Activities	22
3.2	Product Development Methodology	22
3.2.1	Requirement	23
3.2.2	Analysis	24
3.2.3	Design	24
3.2.4	Coding	24
3.2.5	Testing	24
3.2.6	Design	25
3.3	Project Requirement	25
3.3.1	Hardware Requirement	25
3.3.2	Software Requirement	26
3.4	Project Schedule and Milestone	27
3.5	Summary	27

## **CHAPTER IV**

### **ANALYSIS**

4.0	Introduction	28
4.1	Current Scenario Analysis	29
4.1.1	Traditional Method using Courseware	29
4.2	Requirement Analysis	30
4.2.1	Project Requirement	30
4.2.2	Requirement Gathering	31
4.2.3	Project Functionality	32
4.2.4	Functional Requirement	32
4.3	Usage of Multimedia Elements in CD Interactive	33
4.4	Summary	34

## **CHAPTER V**

### **DESIGN AND IMPLEMENTATION**

5.0	Introduction	35
5.1	Design/Product Process	36
5.1.1	Design Architecture	36
5.1.2	Storyboard Design	37
5.1.3	User Interface Design	38
5.1.4	Navigation Design	41
5.1.5	Input Design	43
5.1.6	Output Design	43
5.2	Design/Product Implementation	44
5.2.1	Production and Implementation	45
5.2.2	Design/Product Integration Process	49
5.2.3	Software Configuration Management	50
5.2.4	Implementation Status	53
5.3	Summary	54

<b>CHAPTER VI</b>	<b>TESTING AND EVALUATION</b>	
6.0	Introduction	56
6.1	Test Plan	57
6.1.1	Test User	57
6.1.2	Test Environment	58
6.1.3	Test Schedule	59
6.1.4	Test Strategy	60
6.2	Test Implementation Process	60
6.2.1	Test Description	61
6.2.2	Test Data	64
6.3	Testing Result and Analysis	66
6.3.1	Usability Testing and User Interface Testing Result	66
6.3.2	Pre-Test Testing Result	68
6.3.3	Post-Test Testing Result	70
6.3.4	Testing Analysis	72
6.4	Summary	73
<b>CHAPTER VII</b>	<b>CONCLUSION</b>	
7.0	Introduction	74
7.1	Observation of Weakness and Strength	75
7.1.1	The Strengths of the Product	75
7.1.2	The Weakness of the Product	76
7.2	Proposition of Improvement	76
7.3	Contribution	77
7.4	Future Work	77
	<b>REFERENCES</b>	78

## **APPENDICES**

A : Gantt Chart	79
B : Storyboard Design	82
C : Sample Testing (Questionnaire)	86
D : Sample Testing (Pre-Test)	90
E : Sample Testing (Post-Test)	100
F : CD and DVD Cover	110

## LIST OF TABLES

<b>TABLE</b>	<b>TITLE</b>	<b>PAGE</b>
Table 2.1 :	Elements of Multimedia	14
Table 2.2 :	Comparison Table of the Existing System	18
Table 3.1 :	Software Requirement	27
Table 4.1 :	Multimedia elements to support courseware content	33
Table 5.1 :	Production of Texts	46
Table 5.2 :	Configuration Environment Setup	51
Table 5.3 :	Version Control Procedure	53
Table 5.4 :	Implementation Status	54
Table 6.1 :	The Hardware and Software for Testing Environment	58
Table 6.2 :	Schedule of testing for Class Teachers	59
Table 6.3 :	Schedule of testing for Control Group	59
Table 6.4 :	Schedule of testing for Experiment Group	59
Table 6.5 :	Scale of Testing for Teachers	60
Table 6.6 :	Questions for Usability Testing	61
Table 6.7 :	Questions for User Interface	62
Table 6.8 :	Questions for Functionality Testing	62
Table 6.9 :	Usability Testing	64
Table 6.10 :	User Interface	64
Table 6.11 :	Functionality Testing	64
Table 6.12 :	Pre-Test Testing Result	65
Table 6.13 :	Post-Test Testing Result	66

## LIST OF FIGURES

<b>FIGURE</b>	<b>TITLE</b>	<b>PAGE</b>
Figure 2.1 :	Adapted Mind	15
Figure 2.2 :	Matematik Untuk Prasekolah	16
Figure 2.3 :	e-Learnin	17
Figure 3.1 :	Waterfall Model	23
Figure 5.1 :	Basic flow of The Application	36
Figure 5.2 :	The Interface of Welcome Screen	38
Figure 5.3 :	The Interface of Menu	39
Figure 5.4 :	The Interface of Panduan Pengajaran	39
Figure 5.5 :	The Interface of Lembaran Maklumat	40
Figure 5.6 :	The Interface of Lembaran Kerja	40
Figure 5.7 :	Welcome Screen Navigation Design	41
Figure 5.8 :	Main Menu Navigation Design	41
Figure 5.9 :	Lembaran Maklumat Navigation Design	42
Figure 5.10 :	Lembaran Kerja Navigation Design	43
Figure 5.11 :	The examples of graphics used in this courseware	48
Figure 5.12 :	Audio placement using Adobe Flash CS5	48
Figure 5.13 :	The tweening that apply by using Adobe Flash CS5	49
Figure 6.1 :	Test Environment	58
Figure 6.2 :	The Pre-Test testing paper	63
Figure 6.3 :	The Post-Test testing paper	63
Figure 6.4 :	Usability Testing Result	66
Figure 6.5 :	User Interface Testing	67

Figure 6.6 :	Result of Pre-Test by Control Group	68
Figure 6.7 :	Result of Pre-Test by Experiment Group	69
Figure 6.8 :	Result of Post-Test by Control Group	70
Figure 6.9 :	Result of Post-Test by Experiment Group	71
Figure 6.10 :	Percentage of Students' Testing Analysis	72

## **LIST OF ABBREVIATIONS**

PSM - Projek Sarjana Muda



## **CHAPTER I**

### **INTRODUCTION**

#### **1.0 Project Background**

Project that will be developed is an educational CD interactive titled “Bijak Kira, Matematik Tahap 1 : Metafora Permainan”. This 2D module is a learning module for Tahap 1 primary school students which are for standard 1, 2 and 3 to learn mathematics.

This module will consist of 4 sub-topics that will be divided to 4 persons. Each person will be responsible for each sub-topic which is “Bab 1(Kukuh dan Cekap Matematik)”, “Bab 2 (Bijak Kira)”, “Bab 3 (Guna Matematik)” and “Bab 4 (Suka Matematik)”.

This module will be cover for “Bab 2 (Bijak Kira)”. The module will consist of a main menu with 3 sub-modules which are “Panduan Pengajaran”, “Lembaran Maklumat” and “Lembaran Kerja”. All the explanation will be explained by using 4

multimedia elements which are text, picture, 2D animation and sound in order to attract the students and give better understanding.

In “Panduan Pengajaran” module, there are explanations about how to teach the students about the selected topic so that they can learn well. Therefore, in “Lembaran Maklumat” module, 2D animation will be used to achieve the objective to teach by using metaphor approach. For examples, there are scenarios that create using 2D animation such as playing balls, calculating animals at farm, buying foods at market, activity how to read time and date and also calculating length, weight and volume with correct measurement.

Meanwhile, in “Lembaran Kerja” module there are quiz that need to be answer by the students based on what they learn in module “Lembaran Maklumat”. The questions for the quiz will be present in the form of board game such as a wheel game and drag and drop game so that can give exciting mood during the quiz.

In this project, Waterfall Model methodology will be used so that the developments are always on track. In Bijak Kira module, the design and interaction of 2D animation will be developing using Adobe Flash CS5. Since this module is develop using Adobe Flash CS5, therefore the animation of the 2D model will be done using Flash Action Script 3.0.

Finally, the testing will be done with the real students at school. This project will be a good teaching module in CD for primary students standard 1, 2 and 3 to learn about mathematics in attractive ways because it is using 2D animation. The students also more excited to solve the tutorial questions in order to play the games. Bijak Kira module will have market value and suitable for publication.

## **1.1 Problem Statements**

There are some problems associated with teaching mathematics to Tahap 1 (Standard 1, 2 and 3) students. One of the problems is learning mathematics without attractive examples is hardly understood by the primary school students. This is the cause of the students have less interest in mathematics.

Next problem is the students cannot imagine the process of the calculation in the real situation. Students need fun and easy interpret examples for them to understand. Most of the students find the traditional way of studying is boring.

Final problem is students especially standard 1, 2 and 3 are easily given up while solving mathematics questions. Kids easily get moody if they cannot solve task that given to them. They need something that can encourage them to do it again and again.

## **1.2 Objectives**

This project embarks on the following objectives:

- i. To identify the attractive way to teach mathematics using 2D animation by using element of multimedia.
- ii. To develop metaphor and board games approach in mathematic subjects by using 2D animation.
- iii. To evaluate the effectiveness of selected approach compared to the current learning technique.

### **1.3 Project Scope**

This courseware is an educational module. Therefore, the main scope is Tahap 1 student which is Standard 1, 2 and 3. This module will be designed and developed based on Tahap 1 level of study. Second scope of user is teachers and parents. This is to help them in teaching and learning process using 2D animation. Meanwhile, the third scope is Mathematics subject.

In order to evaluate this project, the methodology based on Waterfall Model Diagram. This methodology is consisting of 6 stages which are Requirements, Analysis, Design, Coding, Testing and Acceptance. This methodology is suitable for Bijak Kira module because learning module needs good planning progress. This model is designed such that until the preceding phase is complete, you cannot move on to the next phase of development.

### **1.4 Project Significance**

This project requires to do a research study about the attractive ways to teach mathematics for standard 1, 2 and 3 students. Nowadays, there are many attractive modules of mathematics in the market with different techniques and approaches.

Therefore, the research value of this project is teaching mathematics using metaphor and board games approach by using 2D animation technique. The questions for the quiz will be present in the form of board games such as a wheel game and drag and drop game so that can give an exciting mood to solve the quiz.

Besides, this interactive courseware is suitable with the new era of technology. The kids nowadays have been exposed to the advanced technology of Information Technology (IT). Therefore, this module is suitable for them.

## **1.5 Summary**

The project will be a good teaching module in CD for primary students standard 1, 2 and 3 to learn about mathematics in attractive ways because it is using 2D animation. The approach of metaphor and board games can give better understanding to the students and easily keep in the memory. The students also more interested to solve the tutorial questions in order to play the games. The project will have market value and suitable for publication.

The courseware is based on multimedia element as an education process. This is because in this era students are expecting more attractive learning. Technique and approach of study must be changed to make students happier to get the knowledge with some fun. Meanwhile, parents want to see their children to relate what they have learned in school into daily life activity.

As a conclusion, this learning courseware is developing for learning and teaching in interactive multimedia learning applications.

## **CHAPTER II**

### **LITERATURE REVIEW**

#### **2.0 Introduction**

This chapter is one of the most important chapters for a project that will be developed. A literature review discusses published information in particular subject area and sometimes information in a particular subject within a certain time period. In the literature review, animator needs to list the detail of step and equipment that will be used in order to make the project successful.

Research can produce fact and idea and can help animator to know what are the relevant matters are being considered in studying the problem. Sometime research itself does not produce solution. In this chapter domain and existing system is the main section of the literature review chapter. This include of searching, collecting and analysing the issue that relevant in this project.

## 2.1 Area of Study (2D Animation)

Courseware or e-learning is a new technology which employs electronic media as part of delivery system and encompasses diverse learning strategies and technologies including computer based learning, web based learning, virtual classrooms, and digital collaborations is fast becoming popular all over the world because of its distinctive features (Bashar and Khan, 2007).

Education is main objective that I want to convey for student on my courseware. I try to create something new and interesting that students can really understand what they must do on my courseware and they can use the courseware correctly when they connect with their course subject at school. Research of my project is determined that students nowadays are bored and tired of traditional methods of learning like reading the book and so on. Nowadays, there are many attractive module of mathematics in the market however they are only using static picturea with click and drag exercises approach. Therefore, the reseacrh value of this project is teaching mathematics using metaphor and board games approach by using 2D animation technique. The questions for the quiz will be present in the form of board games such as a wheel game and drag and drop game to give exciting mood to the students.

In developing this courseware, several domains have been identifying which is multimedia courseware, curricular syllabus and memory technique or thinking skills. Courseware is an educational software entity that contains different knowledge components, yet it resembles the objectives of a traditional course. Courseware also can encompass any knowledge area, but information technology subjects are most common. Courseware is frequently used for delivering education about the personal computer.

Besides that, all the design and the graphic on the courseware are colourful and can attract user especially teens are use this courseware. Courseware of my project are using the combination warm and cold colour because I want to create a courseware that have a professional design and can make user like children can more attract to use this courseware and try to learn tutorial from the courseware.

For this courseware, I choose to develop the quiz in the form of board games such as a wheel game and drag and drop game. Else for student to make this courseware are useful for their education and knowledge about mathematics. When this techniques are success develop on this courseware, users can give feedback and response to improve this product become better soon.

### **2.1.1 Animation**

Simulation of movement is created by displaying a series of pictures or frames. Cartoon on television is one example of animation. Animation on computers is one of the chief ingredients of multimedia presentations. There are many software applications that enable you to create animations that you can display on a computer monitor.

Note the difference between animation and video. Whereas video takes continuous motion and breaks it up into discrete frames, animation starts with independent pictures and puts them together to form the illusion of continuous motion.

Animation also is a visual technique that provides the illusion of motion by displaying a collection of images in rapid sequence. Each image contains a small change, for example a leg moves slightly, or the wheel of a car turns.