ASSISTING PRIMARY SCHOOL STUDENTS LEARNING "NILAI-NILAI MURNI DAN ULASAN BAGI SUBJEK BAHASA MALAYSIA" USING HTML5

ZARIFAH BINTI HASHIM

UNIVERSITI TEKNIKAL MALAYSIA MELAKA

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ZARIFAH BINTI HASHIM

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

FACULTY OF INFORMATION AND COMMUNICATION TECHNOLOGY
UNIVERSITI TEKNIKAL MALAYSIA MELAKA
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(TANDATANGAN PENULIS)

Alamat tetap: NO. 3, LORONG MULIA 5, BANDAR PENAWAR, 81900 KOTA TINGGI, JOHOR

Tarikh: 3 SEPT. 2015

(TANDATANGAN PENYELIA)

AHMAD SHAHRIJAN SHAARANI

Nama Penyelia

Tarikh: 3 SEPT. 2015

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I hereby declare that this project report entitled

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DEDICATION

This final project is dedicated to my beloved parents especially to my mother, Cikgu Jamilah Binti Khalid for their endless support and helps when I need it, always pray the best for me and give me lots of useful advices in process of develop this project.

To my supervisor who has guided, give me lot of supports and always be patient with me while making the progress for this project,
En. Ahmad Shaarizan Bin Shaarani (UTeM)

To my evaluator who gives a good advices and feedback on this project,
Dr. Mohd Hafiz Bin Zakaria (UTeM)

Lastly but not least, to all my beloved friends who always help me from the beginning of this project until the end of it.

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ABSTRACT

The definition of *nilai-nilai murni* is a good treatment, civilization, and morality of individuals in relation to God, nature, and human beings, while *ulasan* is a short essay that needs to simplify from the sentence given on a question. Students need to identify what *nilai-nilai murni* on the passage before writing *ulasan*. Unfortunately, there is no website that show a learning technique to assist students learn the topic interactively. Therefore, to solve the problem, the idea of developing website to assisting primary school students of standard four, standard five, and standard six learning "*Nilai-nilai Murni dan Ulasan bagi Subjek Bahasa Malaysia*" appeared. This website is developed by using HTML5, CSS, jQuery and JavaScript. Based on the result given, this website really assist primary school students assist *nilai-nilai murni* and *ulasan* effectively. However, there are few improvements that need to do for a better website such as increasing the number of questions on quiz page, so the users can spend more time in answering the questions thus differentiate the meaning of each *nilai-nilai murni* listed on the questions.

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ABSTRAK

Maksud nilai-nilai murni adalah perlakuan baik, peradaban dan tatasusila individu dalam hubungannya dengan Tuhan, alam dan manusia, manakala ulasan adalah karangan ringkasan yang dirangka berdasarkan petikan yang diberi dalam soalan. Pelajar perlu mengenal pasti apa nilai-nilai murni yang tersirat dalam petikan sebelum menulis ulasan. Walau bagaimanpun, tidak ada laman web yang menunjukkan teknik pembelajaran untuk membantu pelajar mempelajari topik secara interaktif. Oleh itu, untuk menyelesaikan masalah ini, idea untuk membangunkan laman web untuk membantu pelajar-pelajar sekolah rendah darjah empat, darjah lima dan darjah enam mempelajari "Nilai-nilai Murni dan Ulasan Bagi Subjek Bahasa Malaysia" terdetik. Laman web ini dibangunkan dengan menggunakan HTML5, CSS, jQuery dan JavaScript. Berdasarkan keputusan yang diterima, laman web ini benar-benar membantu pelajar-pelajar sekolah rendah mempelajri nilai-nilai murni dan ulasan secara berkesan. Walau bagaimanapun, terdapat beberapa penambahbaikan yang perlu dilakukan untuk laman web tersebut seperti menambah bilangan soalan pada halaman kuiz, jadi murid-murid dapat mengenal pasti perbezaan nilai-nilai murni tersebut.

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LIST OF ABBREVIATIONS

ACRONYM	DEFINITION
HTML	Hypertext Mark-up Language
CSS	Cascading Style Sheet
JPEG	Joint Photographic Expert Group
PNG	Portable Network Graphics
MPEG-4	Advanced Video Coding
FTMK	Fakulti Teknologi Maklumat dan Komunikasi
UTeM	Universiti Teknikal Malaysia Melaka

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CHAPTER I

INTRODUCTION

1.1 Project Background

The definition of *nilai-nilai murni* is good treatment, civilization, and morality of individuals in relation to God, nature, and human beings. These *nilai-nilai murni* will be searched in a given passage to writing a *ulasan* in the examination of *Bahasa Malaysia* subject in primary school. Majority of the student have a problem in applying values from the passage given into the review that will be answered by students. As the technology become increasing nowadays, students get the tutor from the Internet besides teaching and learning process in school. However, students still cannot find a website that show more details about values and writing review due to lack with multimedia elements.

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The interactive website is the two-way communication, which is user can communicate and interact with the website simultaneously. The developing of interactive website is really important to attract users and give great experience for the user. Therefore, the idea of developing website on memorizing values and writing a review come up for this project. This website will provide the learning technique of *nilai-nilai murni* and *ulasan* interactively by providing multimedia elements consist of text, images, audio, video and animation. Hopefully, the website can assist and encourage users learning *nilai-nilai murni* and *ulasan* thus perform perfectly in examination.

The objective of the project is develop a project that assisting primary school students of standard four, standard five, and standard six learning "*Nilai-nilai Murni dan Ulasan bagi Subjek Bahasa Malaysia*" using HTML5. The methodology used for the project is Agile Methodology.

1.2 Problem Statement

Bahasa Malaysia is the subject that student must pass in examination. *Nilai-nilai murni* and writing *ulasan* is one part of question that always stated in examination. Although there are many websites shows *nilai-nilai murni* and *ulasan* topic, there is no website that show a learning technique to assist students learn the topic interactively. Therefore, to solve the problem, the idea of developing website to assisting primary school students of standard four, standard five, and standard six learning "Nilai-nilai Murni dan Ulasan bagi Subjek Bahasa Malaysia" appeared. Hopefully, this website will gives an enjoyable learning experience besides to assist users in teaching and learning process thus as preparation for the examination soon.

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1.3 Objectives

The objectives for this project development are:

1. To identify a learning technique used for primary school students to assisting them learning "*Nilai-nilai Murni dan Ulasan bagi Subjek Bahasa Malaysia*".
2. To develop a project that assisting primary school students of standard four, standard five, and standard six learning "*Nilai-nilai Murni dan Ulasan bagi Subjek Bahasa Malaysia*" using HTML5.
3. To analyze whether a project assisting and attract interest primary school students of standard four, standard five, and standard six to improve their learning knowledge in "*Nilai-nilai Murni dan Ulasan bagi Subjek Bahasa Malaysia*" in teaching and learning process.

1.4 Scope

The scope of the project is to focus on Target User and the Contents. The description of each topics have stated below:

a) Target User

This website of memorizing values and writing review is targeting primary school students of standard four, standard five, and standard six.

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b) Contents

This website divided into three parts, which is "*Pengenalan*", "*Teknik*", and "*Latihan*". Every page has their own interactive way, suitable with the content stated. In "*Pengenalan*" page, it shows the definition of *nilai-nilai murni* and *ulasan*. Then, a list of values stated, follow with the video. In "*Teknik*" page, the description on how to apply the technique on review provided, follow with the animation and audio. In the last page, which is "*Latihan*", there are two activities provided, which are quiz and matching game.

1.5 Project Significant

There are many benefits user will get from this website. One of the significant is the website will assist users learning *nilai-nilai murni* and *ulasan* effectively using multimedia elements. Besides that, the website will shows a new experience in teaching and learning process that users will more enjoyable and realize that teaching and learning process is more fun.

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1.6 Expected Result

This project will give a positive impact to primary school students of standard four, standard five, and standard six by assisting them learning *nilai-nilai murni* and *ulasan*. Hopefully, this website can help students to improve in their lesson and knowledge in *Bahasa Malaysia* subject thus can score a good result in examination especially in *nilai-nilai murni* and *ulasan* part.

1.7 Conclusion

Overall, this chapter is briefly describing the scope of the project that will be carried out based on the problem statement stated to fulfill the objectives of this project. Expected output is decided based on the content and project significant of the project. Next, this project will be continued with next chapter, which discuss about the literature review of the project and methodology used in developing the website.

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CHAPTER II

LITERATURE REVIEW AND PROJECT METHODOLOGY

2.1 Introduction

This chapter reviews literature for the existing project that has connection with this project. A comparison will be made between this project and the existing projects based on the domain of the project, multimedia element used, and technique used to achieve learning experience of this project. This chapter also explains methods that will be used in developing this project. A list of project requirements such as hardware requirements and software requirements are also stated.

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2.2 Fact and Finding

The fact and finding of this project research has conducted based on domain and existing system. Domain is described on a study about education website and how to attract user visiting the website. In existing systems, the research was made and the chosen systems were explained.

2.2.1 Domain

Domain is a study about the interactive elements in developing interactive website. Therefore, research was conducted to get more information about how to develop the website to attract user using the website to assist them learning *nilai-nilai murni* and *ulasan*. The main content of the project is multimedia elements, which is of text, images, video, audio and animation. The platform will be use is Web.

2.2.2 Existing System

Web-based technology has gaining momentum in education and learning worldwide. This is can be proof that the benefit of web-based learning has potential to empower learning and teaching (Carpi, 2001). According to Norjihan (2007), many approaches has made for education in technology such as CD-ROM, web-based learning, and the latest education technology is mobile learning, however, the most popular is web-based learning. Therefore, web based learning has the ability to influence students to be more critical thinking and creative in problem-solving (Hargis, 2000).

Kevin (2004) stated that students can access web-based education can be anytime and anywhere, as long as they have computer with an internet connection. Plus, content can updated easily, so students can see the latest version of learning when they connected.

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The existing websites that has been observed is Zoom A, pkgseriampang.org, and Science Kids. The description of each websites has state below:

a) Zoom A: *Pembelajaran Secara Interaktif Melalui Internet (2015)*

Zoom A is an E-learning website via Internet to assist all users in their learning process. The purpose of creating this website is as a reference of collection of clone exam questions prior years, the question of practical reinforcement and enrichment of the latest learning resources. Therefore, user can answer questions according to the measure of lesson per year or level, subjects, exams, and difficulty level. Below is a screenshot of main page of Zoom A.

Figure 2.1: Screenshot of main page Zoom A website

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