

**DEVELOPING AN INTERACTIVE EBOOK ON ENGAGING LEARNERS
IN AN ONLINE LEARNING**



UNIVERSITI TEKNIKAL MALAYSIA MELAKA

BORANG PENGESAHAN STATUS LAPORAN

JUDUL: DEVELOPING AN INTERACTIVE EBOOK ON ENGAGING LEARNERS IN AN ONLINE LEARNING

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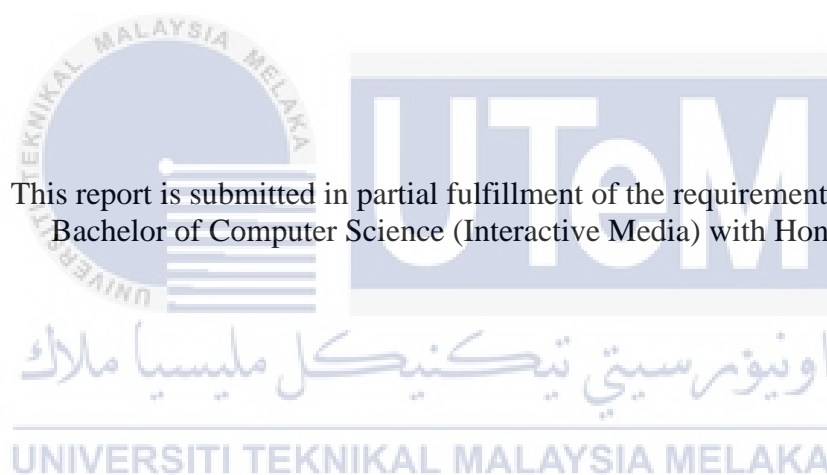
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DEVELOPING AN INTERACTIVE EBOOK ON ENGAGING LEARNERS IN AN
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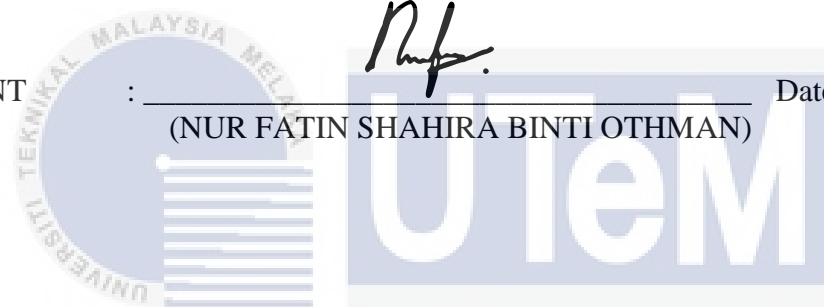
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is written by me and is my own effort and that no part has been plagiarized
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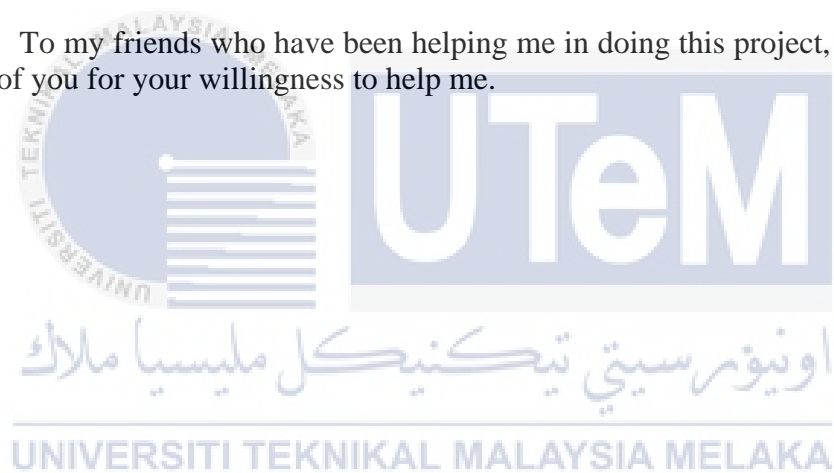
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DEDICATION

I dedicate my work to my loving family especially my parents for their endless support during the time to complete this Final Year Project (FYP). My siblings have never left by my side and they all give good cooperation and support for me in completing this project.

I also dedicate this dissertation to my supervisor, Prof. Dr. Faaizah who have guiding me since I started doing this project until I finished this project. Thank you for all the kind words, ideas and tutoring throughout the process of preparing and finishing this project.

To my friends who have been helping me in doing this project, special thanks to all of you for your willingness to help me.



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Last but not least, thank you to my friends and people who have giving their useful opinion regarding to my project and also for their help.



ABSTRACT

According to this blog, Rock Content Writer, it defines that interactive eBook is an eBook that have elements with which your audience can directly interact. This type of content has a lot of touchpoints where the reader can interact among videos, audios, link and other interactive content. An interactive eBook is a portable and shareable file with resources such as audio, animations, quizzes, widgets, interactive question and polls and all inside the eBook. eBook has the potential to enhance how readers or learners absorb their content and provide an excellent way to start a conversation with your audience, gain their trust and make them more engaged with your output. For this, interactive eBook is developed to give some tips and techniques on how to engage learner in an online learning. Some best ways are provided in the eBook, so lecturers and teachers can use the eBook to engage learner in an effective online learning. The methodology that applied on this project is multimedia project development process that consists of three phases which are pre-production, production and post-production. The effectiveness of this eBook has been tested by 20 users including teachers, lecturers and students. They research and evaluate in terms of multimedia. The results show that this project has been achieved the objectives and this eBook is effective to use. The research gives perceptiveness regarding what an eBook is and the benefits, drawbacks, techniques and structure for using it as a guideline.

ABSTRAK

Menurut blog ini, Rock Content Writer, ia mentakrifkan bahawa e-buku interaktif adalah e-buku yang mempunyai unsur-unsur yang dapat ditonton oleh penonton anda secara langsung. Jenis kandungan ini mempunyai banyak titik sentuh di mana pembaca dapat berinteraksi antara video, audio, pautan dan kandungan interaktif lain. e-buku interaktif adalah fail mudah alih dan dikongsi dengan pelbagai elemen multimedia seperti audio, animasi, kuiz, widget, soalan interaktif dan sebagainya. E-buku berpotensi untuk meningkatkan bagaimana pembaca atau pelajar menyerap kandungan yang disampaikan dan memberikan cara terbaik untuk memulakan perbualan dengan khalayak ramai, mendapatkan kepercayaan mereka dan menjadikan mereka lebih memahami. Untuk projek ini, e-buku interaktif dibangunkan untuk memberi beberapa cadangan dan teknik untuk melibatkan pelajar dalam pembelajaran dalam talian. Beberapa kaedah terbaik disediakan dalam e-buku ini, jadi pensyarah dan guru boleh menggunakan e-buku ini untuk melibatkan pelajar dalam pembelajaran dalam talian yang berkesan. Metodologi yang digunakan untuk projek ini adalah proses pengembangan projek multimedia yang terdiri daripada tiga fasa iaitu pra-pengeluaran, pengeluaran dan pasca-produksi. Keberkesanan e-Buku ini telah diuji oleh 20 pengguna termasuk guru, pensyarah dan pelajar. Mereka meneliti dan menilai dari segi multimedia. Hasilnya menunjukkan bahawa projek ini telah mencapai objektif dan e-Buku ini berkesan untuk digunakan. Penyelidikan ini memberikan persepsi mengenai apa itu eBook dan faedah, kekurangan, teknik dan struktur untuk menggunakannya sebagai garis panduan.

TABLE OF CONTENTS

	PAGE
DECLARATION.....	II
DEDICATION.....	III
ACKNOWLEDGEMENTS.....	IV
ABSTRACT	V
ABSTRAK	VI
TABLE OF CONTENTS.....	VII
LIST OF TABLES	X
LIST OF FIGURES	XIII
LIST OF ABBREVIATIONS	XIII
CHAPTER 1: INTRODUCTION.....	1
1.1 Introduction.....	1
1.2 Project Background.....	1
1.3 Problem Statement	2
1.4 Objective	3
1.5 Project Scope	3
1.6 Project Significant.....	4
1.7 Expected Outcome	4
1.8 Conclusion	5

CHAPTER 2: LITERATURE REVIEW AND PROJECT METHODOLOGY . 6	
2.1	Introduction..... 6
2.2	Domain..... 6
2.3	Existing System 7
2.4	Project Methodology..... 10
2.5	Project Requirement..... 12
2.6	Conclusion 14
CHAPTER 3: ANALYSIS..... 15	
3.1	Introduction..... 15
3.2	Current Scenario Analysis 15
3.3	Requirement Analysis..... 16
3.4	Conclusion 22
CHAPTER 4: DESIGN 23	
4.1	Introduction..... 23
4.2	System Architecture..... 23
4.3	Preliminary Design 23
4.4	User Interface Design 28
4.5	Conclusion 29
CHAPTER 5: IMPLEMENTATION..... 30	
5.1	Introduction..... 30
5.2	Media Creation..... 30

5.3	Media Integration.....	33
5.4	Implementation Status	36
5.5	Conclusion	36
CHAPTER 6: TESTING		38
6.1	Introduction.....	38
6.2	Test Plan.....	38
6.3	Test Strategy	39
6.4	Test Implementation	40
6.5	Conclusion	40
CHAPTER 7: PROJECT CONCLUSION		50
7.1	Observation on Weaknesses and Strength.....	50
7.2	Project Contribution.....	51
7.3	Conclusion.....	51
REFERENCES.....		52
APPENDIX A: QUESTIONNAIRE FOR TESTING.....		54
APPENDIX B: PHOTO TESTING.....		58
APPENDIX C: TURNITIN REPORT		60

LIST OF TABLES

	PAGE
Table 2.1: Comparison between existing project	9
Table 3.1: Software used in the project.....	19
Table 3.2: Hardware used in the project	20
Table 3.3: Gantt of doing the project	21
Table 3.4: Milestone to complete the project.....	22
Table 5.1: Font used in the eBook	31
Table 5.2: Graphics in the eBook	32
Table 5.3: Configuration setting of software.....	34
Table 5.4: Progress before start to develop eBook.....	36
Table 5.5: Progress in developing eBook.....	36
Table 5.6: Progress to develop eBook.....	36
Table 6.1: Schedule for testing.....	39
Table 6.2: Range of rating for testing	40



LIST OF FIGURES

	PAGE
Figure 2.1: YouTube on Engaging Learners for an Effective Online Session.....	7
Figure 2.2: Google Sites: Engaging Learners In An Online Session	8
Figure 4.1: Cover page for the eBook	24
Figure 4.2: Table of Contents.....	24
Figure 4.3: Chapter Interface	25
Figure 4.4: Feature: Text and Infographic	25
Figure 4.5: Feature: Image Transition	26
Figure 4.6: Feature: Hyperlink.....	26
Figure 4.7: Feature: Video	27
Figure 4.8: Feature: Buttons	27
Figure 4.9: Feature: Image.....	28
Figure 4.10: Flowchart of the eBook	29
Figure 6.1: Testers' Information	41
Figure 6.2: Testers' experiences in using eBook	41
Figure 6.3: Instruction in the eBook.....	43
Figure 6.4: The contents are easy to understand	43
Figure 6.5: The language used easy to understand	44
Figure 6.6: Font type and size are suitable	44
Figure 6.7: Design and color used are appropriate.....	45
Figure 6.8: The language used easy to understand	45
Figure 6.9: Interactive elements are appropriate and attractive.....	46
Figure 6.10: Contents are arranged neatly	46
Figure 6.11: The language used easy to understand	47
Figure 6.12: Suitable to be used as a guideline for conducting online learning .	47
Figure 6.13: Easy to use	48
Figure 6.14: Comments and feedback from testers	48

LIST OF ABBREVIATIONS

FYP	-	Final Year Project
eBook	-	electronic Book
ADDIE	-	Analyze, Design, Develop, Implement, Evaluate
IDs	-	Instructional Designers



Chapter 1: INTRODUCTION

1.1 Introduction

Agreeing to Vawn Himmelsbach (2019) innovation in education may make the learning session more intelligently and collaborative. This will offer assistance students to connected more profoundly with the course material since these days' students are exceptionally lock in with innovations and contraption.

An eBook is a book publication made available in digital form consisting of text, images or both. It is readable on the flat-panel display computers or other electronic devices. This eBook is friendly that it can be downloaded for all types of operating system such as windows, android and iOS. eBook contains some interactive elements such as video, audio, images, 3D object and others.

Adobe InDesign CC2021 is used to develop this eBook. It contains several features that can be used to provide an interactive eBook that will attract users. One of the features is it can skin the system with own design either using the template or modify one to come a new skin. Then, it can preview and emulation. The pages and interactivity of the system can be test by previewing each page independently. Other than that, it is easy to drag and drop interface by inserting the videos, images and media elements by dragging the files directly into the page. Interactive elements also can be added such as video, audio, 3D animation, gallery and slide show, answer and action buttons and others.

1.2 Project Background

There is a general perception or misconception that online learning is not effective compared to face-to-face learning. In fact, there is a way on how to make an

online learning to be surprisingly intimate and immersive. In this eBook, there are 4 chapters that will explain and provide strategies for online practitioners who are looking for new ideas to enhance their online learning.

According to Joshua Stern, online learning is an education that takes place over the Internet. It is often referred to as “e-learning” among other terms. However, online learning is just one type of “distance learning” - the umbrella term for any learning that takes place across distance and not in a traditional classroom.

Agreeing with Chloe West, an interactive eBook is an eBook that has various elements that audience can interact with. Instead of a digital product filled with words and images, eBook can include even more, like videos, links, audios and other interactive elements.

This project focuses on educational that connected within the electronic book called eBook. The reason why the project is developed to give some ideas and tips for teachers and lecturers on how to engage student in an online learning. This eBook can be downloaded and used for any types of operating system. So that, all the devices can download this eBook and use it anytime, anywhere they want.

This eBook allows teachers and lecturers to gain ideas and learn some techniques that have been provided. This eBook can be downloaded in all machines, no just limit to only one. It will not be a problem for all the users who want to use this eBook.

1.3 Problem Statement

There is a general perception or misconception that online is not effective compared to face-to-face for online learning. This is maybe because the way of conveying the information is not suitable with some situations.

Some teachers and lecturers who are teaching online, they use lecture notes that only have fully text with some static images. Sometimes, they just read the notes before explained. This may cause the students to easily feel bored with the notes full of text.

Some teachers and lecturers do not have ideas on how to conduct in online teaching. Sometimes, they just record video lectures and hoping for the students to watch the videos of the explanation. This cause students not to understand that such a mode of delivery. Moreover, if the notes are only fill with writing. There is also makes two ways communication cannot be happened.

Lack of appropriate materials and resources. It will cause teachers or lecturers to survey more on the materials or tools they want to use for online learning session. For those who does not have any experience in doing online learning, it will be more difficult for them to explore more about it.

1.4 Objective

The objectives of developing this project are:

- a) To explore the features of the Adobe InDesign that can be used to develop an eBook.
- b) To develop an interactive eBook on Engaging Learners in an Online Learning.
- c) To measure user satisfaction on using an interactive eBook.

1.5 Project Scope

The main target audience for this eBook are community especially for the teachers and lecturers where they need this to teach their students through online in some fun ways. The eBook can be downloaded through their smartphone, tablet or any

other devices. It is so easy for them to use the eBook at anywhere and anytime they want.

This eBook contains some multimedia elements that make it more interactive. User can use this eBook to get some techniques on how to engage students in an effective online learning. Some techniques and tools were shared to give some information to the users. This eBook is only cover on how to engage learners in an online learning.

1.6 Project Significance

The significance of this project is to improve and to help teachers and lecturers to enrich their teaching skills in online class. With this interactive eBook, they can use the content that have been created in the eBook to be applied in their online class.

This project moreover allows teachers and lecturers a modern involvement and unused learning environment where they utilize innovation in their online learning. They can use many tools that are suitable with certain situation when in online learning.

1.7 Expected Outcome

The eBook will give some benefits especially for lecturers and teachers to create strategies for efficient delivery of the lessons, ensuring an uninterrupted learning journey for the students. This eBook will be one of their guides to prepare for online learning.

The eBook will enhance users to understand more about the content and give lots benefits to teachers or lecturers and also for students. With the presence of interactive elements like audio, video and other features can helps users in getting the information.

The eBook will help teachers and lecturers to get some techniques on how to make an effective online learning. The eBook can help teachers and lecturers to easily get interested in doing something online with the features provided in the eBook.

1.8 Conclusion

In conclusion, the eBook was developed to engage learner in an online learning. This project is about on how to give some ideas to the teachers or lecturers to enhance their students in online learning. It is focuses on educational that connected within the electronic book called interactive eBook. eBook is friendly that it can be used in all types of operating system. So, it does not be a problem for users to download the eBook unless if they do not have any devices.



CHAPTER 2: LITERATURE REVIEW AND PROJECT METHODOLOGY

2.1 Introduction

The literature review might be a chapter that grant diagram of some open theories related to the field of think about and offer help answering the questions. This study is required in organize to have a broader see and more profound understanding with respect to the existing system.

2.2 Domain

ezTalks says, today online learning, likewise called as e-learning, is another form of teaching. It is a distance learning training system where the progressive Internet innovation is used to encourage the instructor to teach the intrigued students. They oversee student instructor cooperation's and convey course materials online. The students do not have to go for their classes physically but just signing on to their system gives them enough motivations to think about. It sounds awesome and that is the reason a large portion of the students who cannot select ordinary physical courses pick online school training.

The traditional idea of learning has profoundly changed and developed after some time. Customary showing by means of classrooms has offered the approach to educating in an online situation. These days, learning has turned out to be more online driven that considering courses being created keeping the individual learning styles and needs. There are different kinds of online learning models that teachers and lecturers can use to engage their students. Each of this type is fully and well featured. They have their own advantages and disadvantages. For this eBook, it only focuses on three types of online learning which are synchronous, asynchronous and hybrid.

This project is outlined for teachers and lecturers or any instructors who are looking for a way to conduct online teaching or learning in more effective ways. This eBook will give some introduction about online learning, some tools to conduct online learning and some tips to attract students' attention in online learning.

2.3 Existing System

- i) YouTube: Engaging Learners For An Online Session by Prof. Abd Karim Alias.



Figure 2.1 YouTube on Engaging Learners for an Effective Online Session-

https://www.youtube.com/watch?v=EAaYk3Nv_yA&t=31s

YouTube on Engaging Learners For An Online Session is being recorded by Prof. Abd Karim Alias. Prof was provided techniques on engaging learners but in video. There are many multimedia elements in the videos, but users cannot interact with the elements.

Furthermore, users can choose which videos they want to watch, but they have to finish each of the video to get the output from the videos. Video is quite boring because users just only hearing what the presenter are talking.

ii) Google Sites: Engaging Learners In An Online Session



Figure 2.2 Google Sites: Engaging Learners In An Online Session-
<https://sites.google.com/view/engagingstudentswithcontent/home>

Google Sites on Engaging Learners In An Online Session are connected with Prof. Abd Karim Alias. There are multimedia element but users cannot interact with.

2.3.1 Comparison of the Application

Table 2.1 shows the comparisons between the current and proposed books.

System	Proposed system: Interactive eBook on Engaging Learners In An Online Learning	Existing system: YouTube Video On Engaging Learners In An Online Session	Existing system: Google Sites On Engaging Learners In An Online Session
Platform	Digital platform Adobe InDesign	Digital platform YouTube	Digital platform Google Sites
Target user	<ul style="list-style-type: none"> - Community especially lecturers and teachers - Anybody who wants to use this eBook as reference for their guideline to conduct online learning 	<ul style="list-style-type: none"> - Community 	<ul style="list-style-type: none"> - Community
Price	Free	Free	Free
Features	<ul style="list-style-type: none"> - Have interactive elements - The color used is interesting - Using graphic to make it more interactive - Have videos and animation 	<ul style="list-style-type: none"> - Videos - Have multimedia elements but users cannot interact with them - Have presenter that might cause users to easily getting bored of just hearing 	<ul style="list-style-type: none"> - Has videos - Has multimedia elements but cannot interact with users
Strength	<ul style="list-style-type: none"> - Provide an interesting techniques and ideas on how to conduct online learning 	<ul style="list-style-type: none"> - Provide videos and full of content about the topic 	<ul style="list-style-type: none"> - Provide videos, text and also images