

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

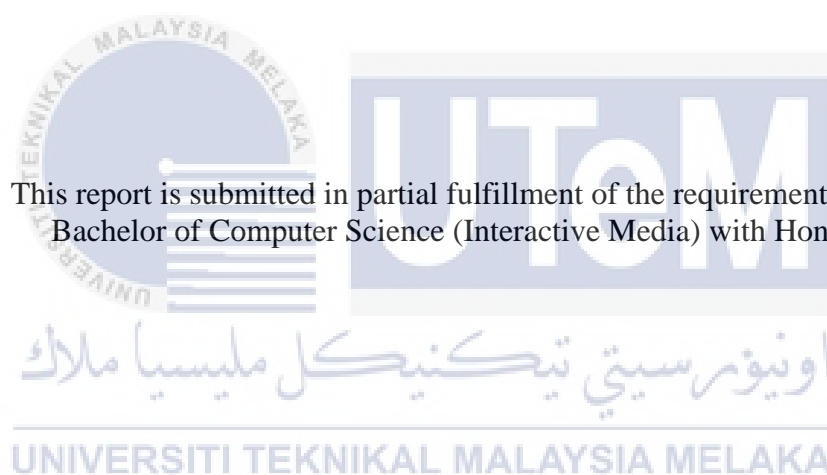


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DEVELOPING AN INTERACTIVE EBOOK ON ENGAGING LEARNERS IN AN
ONLINE LEARNING

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

FACULTY OF INFORMATION AND COMMUNICATION TECHNOLOGY
UNIVERSITI TEKNIKAL MALAYSIA MELAKA

2021

DECLARATION

I hereby declare that this project report entitled
**DEVELOPING AN INTERACTIVE EBOOK ON ENGAGING LEARNERS IN AN
ONLINE LEARNING**

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

STUDENT :  Date : 01/09/2021
(NUR FATIN SHAHIRA BINTI OTHMAN)



I hereby declare that I have read this project report and found
this project report is sufficient in term of the scope and quality for the award of
Bachelor of [Computer Science (Interactive Media)] with Honours.

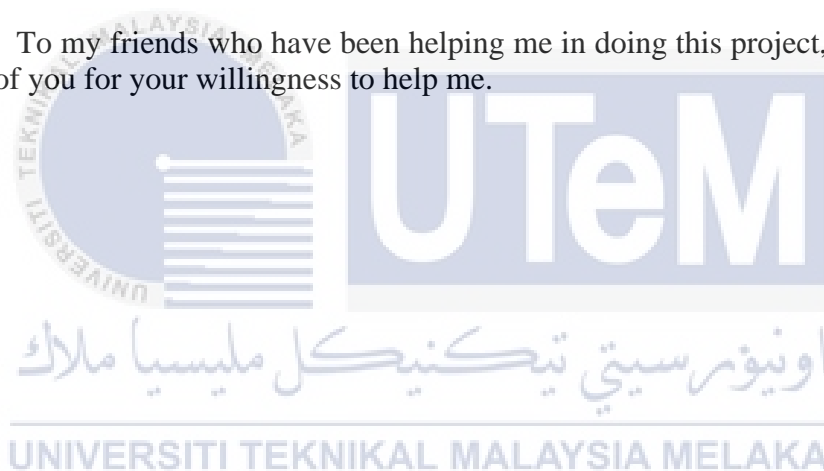
SUPERVISOR :  Date : 01/09/2021
(PROFESSOR TS. DR. FAAIZAH BINTI SHAHBODIN)

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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First of all, thank you the Almighty for giving me chance and strength to complete this project. I am so grateful to Him because I have finally completing my project.

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An endless thank you also to my beloved parents who have been supporting and give motivation since the first day I started doing the project until I was able to finish it.

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.

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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

	<ul style="list-style-type: none"> - Simple content, easy to use and understand - Contain interactive elements such as, popup message, gallery, animation and others - Contain videos tutorial on how to used tools for online learning 		
Weakness	<ul style="list-style-type: none"> - Have to download first before use 	<ul style="list-style-type: none"> - Need an Internet connection to open YouTube 	<ul style="list-style-type: none"> - Need an Internet connection to search it in browser

Table 2.1 Comparison- existing project

2.4 Project Methodology

This project will be created by using multimedia project development process that consists of 3 phases which are pre-production, production and post-production. Multimedia development process is the process of creating content that contain audio, video, images, text and others.

2.4.1 Pre-Production

Pre-production is the process before producing the multimedia project. The processes before producing the project are to define the concept of the project, creation of ideas, the constrain and the preparation for production. Pre-production ends when the planning ends and the content starts being produced. The information towards this project will be collected. The information are defining the target

user for this project, gather the requirements and analyze all of the information and do the literature review. Then, the plans on how to develop this interactive eBook will be sketch on the storyboard to explain as detail as much about the project.

2.4.2 Production

Production is the process of producing the multimedia project. eBook will be developed in this phase and the process involves a significant attention to all details. Each step requires that the visuals created during the development stage represent the initial concept. All the features were applied in the eBook to make it more interactive.

2.4.3 Post-Production

Post-production is a process after producing the multimedia project. After developed the eBook, post-production is a particular process of the time-based-goods. Post-production aims for finalizing and developing the end good products.

2.4.4 Instructional Design

The goal of this project is to give some ideas to teachers and lecturers or instructors on how to engage students in an effective online learning. Instructors can highlight some important parts that they think the most suitable and effective to conduct the online learning. Besides, changing the way instructors teach to online learning using software and tools and also techniques that have been provided in the eBook.

2.5 Project Requirement

There are several software and hardware needed to create this eBook. The requirement of the software is described as follows:

2.5.1 Software Requirement

Software that has being used to develop this eBook are:

- i. Adobe InDesign CC2021

Adobe InDesign CC2021 have been used to develop this eBook. It has varieties of features that can be used to develop the interactive eBook.

- ii. Adobe Photoshop CC2020

Photoshop is Adobe's photo editing, image creation and graphic design software. In this eBook, it has been used to create mind map and also to edit photos.

- iii. Adobe Illustrator CC2020

Adobe Illustrator is the industry standard design app that lets to capture creative vision with shapes, color, effects and typography. In this project, it has been used to create characters or models.

- iv. Adobe After Effect CC2020

Adobe After Effects is the industry standard tool for motion graphics and visual effects. In this project, it has been used to create simple videos with text and images.

v. Adobe Premiere Pro CC2020

Premiere Pro is the industry-leading video editing software for social sharing, TV, and film. Creative tools, integration with other apps and services, and the power of Adobe Sensei help to craft footage into polished films and videos. In this project, it has been used to edit and create simple videos that needed in the eBook.

vi. Adobe Animate CC2020

Adobe Animate is used to create vector animations. In this project, it has been used to create simple animation.

2.5.2 Hardware Requirement

i. Lenovo Ideapad 330

Laptop that has been used to download all the software needed to develop the eBook. It also has been used for designing all the vectors images, editing videos, animation and other requirement needed in the eBook.

2.6 Conclusion

In conclusion, review and analysis the existing system must do before undertaking any project to make sure the proposed project does not repeat the wrong of the existing. The methodology used to carry out the project should be carefully selected so that the project can be well designed and without any problems. This project uses multimedia development process methodology that have 3 phases which are pre-production, production and post-production. Software and hardware selection is also very important because without the proper hardware and software, this project cannot be developed properly.



CHAPTER 3: ANALYSIS

3.1 Introduction

This chapter will explain in detail on current scenario analysis, requirement analysis consisting of project requirement gathering, technical and resource analysis and software and hardware requirements. It will also show the milestone that has been a guideline to develop this project in order to completely finish within the time set.

3.2 Current Scenario Analysis

The innovative propels of nowadays are undeniable. The current innovation technology is not as technology were utilized by industry but has been utilized in education. Technology is use in lessons is still being created and one of the innovations utilized is electronic books or e-book.

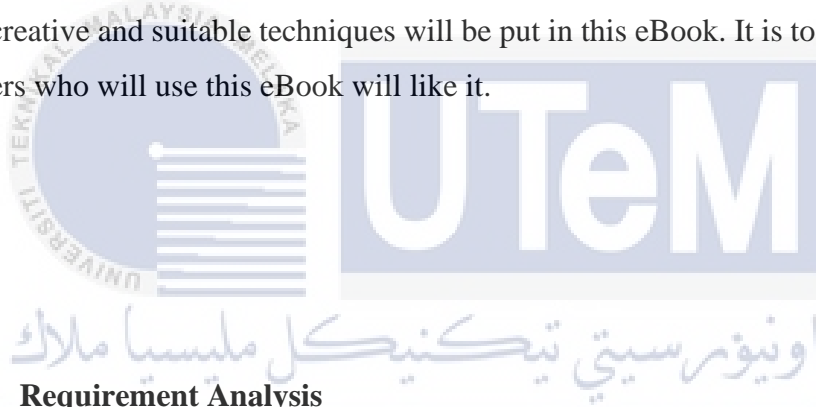
Agreeing with Anuj Rajput, with the changing technology, the field of education has experienced vast changes in itself. The internet has transferred the whole process of Learning and Development to the virtual world. The youth has encouraged it to the beam and eLearning clearly has a bright future ahead.

E-Learning has revolutionized the educational sector and has changed the way knowledge and skill acquisition are viewed. Because of modern educational technology, e-learning tools and techniques just keep getting bigger and better. Today, they are providing learners with a more impressive and more effective educational experience.

For these reasons and others, purposeful attention must be paid to how to engage online learners so that the predictions of its value come true. Instructors'

course outcomes intention and the manner in which they construct learning activities in the learning environment to meet that the outcomes have an impact on student engagement. The online learning environment has an added challenge without face-to-face contact. However, a strong and balanced teacher social presence can make a difference in student engagement (Dixson, 2010). Dixson's findings report that students identified a number of activities as engaging, application activities that having to apply the concepts to case studies or problem solving, discussion forums about the concepts, labs and group projects, research papers and current events assignments.

For this eBook, the challenge is to find and brainstorm the techniques and tools that are most suitable for teachers or lecturers to conduct online learning. It has been has taken into several aspects that are appropriate for online learning. There so many techniques that have been shared in the Internet, but for an effective online learning, some creative and suitable techniques will be put in this eBook. It is to make sure that the users who will use this eBook will like it.



3.3 Requirement Analysis

Analysis of requirements is the process whereby user expectations for a new or modified product are calculated. Requirement analysis envelops those tasks that go into deciding the requirements or conditions to meet for a modern project, analyzing, documenting, validating and managing software or framework necessities. These requirements must be quantifiable, relevant and detailed. Requirements are documented, measurable, help identifies potential in business opportunities and defined to facilitate the design and implementation. Also the requirements must be analyze before proceed to the next phase.

3.3.1 Project Requirement

Project requirements are tasks must be finished to make sure the project is complete. Users give the clear image on what had to be done and to adjust the target of the organization. Project requirements are where all requirements like user needs, hardware and software must be perfectly complete. This is as a precaution to avoid any problem during the development process that will lead to failure to develop the project successfully.

3.3.1.1 Requirement Gathering Analysis

It is the process of generating a list of requirements from the various stakeholders such as customers, users, vendors and others that will be used as the basis that describes the features and behavior of a project. The process is not as straightforward as just asking the stakeholders what they want they system to do, as in many cases, they are not aware of all the possibilities that exist and may be limited by their immersion in the current state.

There are some techniques can be used to gather the requirement such as having some interviews with those concerned, spread questionnaires with some questions regarding the interviews. User observation is one of the best ways to determine the features of a project. Other than that, brainstorming is a powerful activity which can performed either in the context of a workshop or on its own. Then, workshop, role playing, uses cases and scenarios and also prototyping can be the techniques to gather requirement.

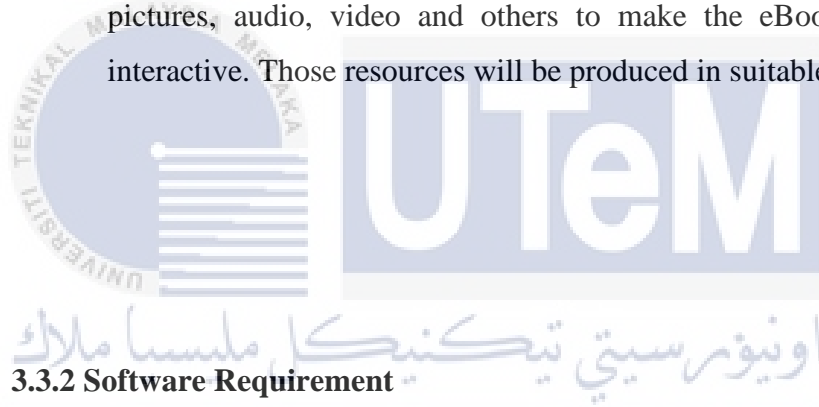
For this project, the technique used to gather the requirement is by observing the current situation. And the consideration about online learning is the future education. It is because online education enables the teacher and students to set their own learning pace and there is the added flexibility of setting a schedule that fits everyone's agenda. As a result, using an online educational platform allows for a better balance of work and studies, so there is no need to give anything up.

3.3.1.2 Technical Analysis

Adobe InDesign CC2021 is used as a main software to create this eBook. Adobe InDesign is a freemium tool that teachers or lecturers can use to create interactive eBook for their students. Using Adobe InDesign, it can create eBook across a variety of formats, provided that working on a Windows or Mac machine. Adobe InDesign can create eBook rich with video, audio, 3D, book widgets, questions and more.

3.3.1.3 Resource Analysis

To create this eBook, there are some resources used such as pictures, audio, video and others to make the eBook looks more interactive. Those resources will be produced in suitable software.



3.3.2 Software Requirement

To create system, design or edit something that will be inserted to the eBook, suitable software will be used. For this project, some software were wisely chosen before started to develop the eBook. The main software is Adobe InDesign which a software that have been used to create the eBook. Almost all the features of the Adobe InDesign CC2021 have been used in order to create the eBook such as image, image animation, video, audio, audio sync and many more.

For editing, designing and creating the contents need to be inserted in the eBook, some software like Adobe Illustrator CC2020, Adobe Photoshop CC2020, Adobe Animate CC2020, Adobe Premiere Pro CC2020 and Adobe After Effects CC2020 have been used in developing this eBook.

Software	Function
Adobe InDesign CC2021	- Software to develop the interactive eBook
Adobe Photoshop CC2020	- Use to create mind map and also to edit photos.
Adobe Illustrator CC2020	- Use to create characters and models.
Adobe After Effect CC2020	- Use to create simple videos with text and images.
Adobe Premiere Pro CC2020	- Use to edit and create videos that needed in the eBook.

Table 3.1 Software used

3.3.3 Hardware Requirement

To develop a project, hardware is the most meaningful. It is important to choose the suitable hardware because this hardware will save the project resources and display the completed project. The functionality of the hardware should be taken seriously and has to make sure that all the components of the hardware like keyboard, screen, speaker, mouse and others function well. Hardware requirements for this project as shown in the table 3.2.

Hardware	Function
Lenovo Ideapad 330	<ul style="list-style-type: none"> - Use to download all the software needed to develop the eBook. It also has been used for designing all the vectors images, editing videos, animation and other requirement needed in the eBook.

Table 3.2 Hardware used

3.3.4 Project Schedule and Milestone

The project schedule and milestones are very important in the period of developing a project.

Project activities	Week														
	14	1	2	3	4	5	6	7	8	9	10	11	12	13	14
Briefing with committee															
Discuss with supervisor															
Submit proposal															
Gather the requirements															
Design storyboard															
Design interface															
All the content were applied in the Adobe InDesign CC2021															
Project testing															
Project Evaluation															
Final presentation															

Table 3.3 Gantt chart of doing the project

This chart shows the progress by week that have been scheduled to complete the project. It will make sure the designer to follow the chart so that the project can completely finish on time.

No.	Project Activities	Start	End
1.	PSM briefing with committee	29/01/2021	29/01/2021
2.	Discuss with supervisor	15/03/2021	21/03/2021
3.	Submit proposal	22/03/2021	28/03/2021
4.	Gather the requirements	29/03/2021	04/04/2021
5.	Design storyboard	05/04/2021	18/04/2021
6.	Design interface	19/4/2021	25/04/2021
7.	All the content were applied in the Adobe InDesign CC2021	26/04/2021	30/05/2021
8.	Project testing	31/05/2021	06/06/2021
9.	Project evaluation	14/06/2021	20/06/2021
10.	Final presentation	21/06/2021	27/06/2021

Table 3.4 Milestone to complete the project

Table 3.4 shows the milestone to complete the project. It is more easy to have a look compared to Gantt chart because there is a specific date.

3.4 Conclusion

To create a project, problems occur with the existing system should be analyzed. It is to avoid from repeating the same problems. The requirements needed to be placed in the system should be taken into the account in order to produce an interesting and appropriate interactive eBook to learn and explore. Every requirement and aspiration to produce this book were researched wisely to make this project succeed and give some ideas and techniques for teachers and lecturers to conduct online learning.

CHAPTER 4: DESIGN

4.1 Introduction

Design is the second phase or process of a multimedia development in which all specifications or requirements collected are converted into full design. This chapter will discuss on the design of the project that concerned on system architecture, preliminary design that will explained in storyboard and then the user interface design.

4.2 System Architecture

This is a project that has been developed in eBook to provide some techniques on how teachers and lecturers can conduct online learning to engage their student. This eBook can be download and access for any types of operating system. It is not limited to just one operating system only. Teachers and lecturers or any instructors can use this eBook to gain and learn some techniques on how to conduct an effective online learning.

4.3 Preliminary Design

In the preliminary design the features are arranged and planned. The detail about the characteristics of the features of the project will be explained through the storyboard. The storyboard will explain the details of each feature that have been applied in the eBook.

4.3.1 Storyboard Design

Storyboard below will give the interfaces of the eBook.

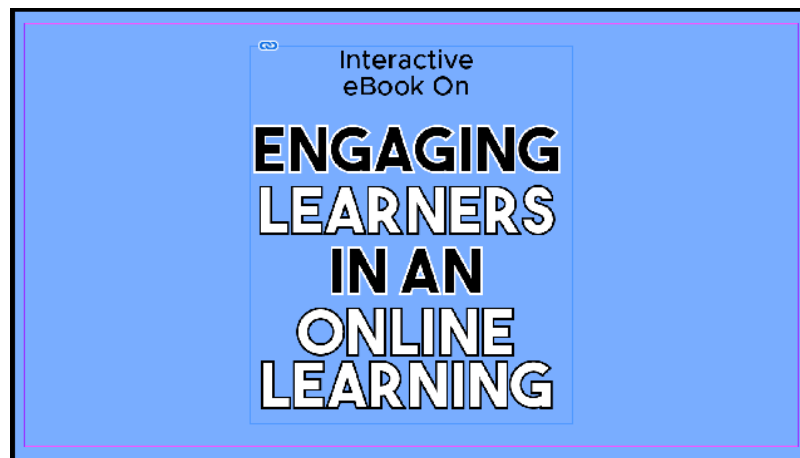


Figure 4.1 Cover page for the eBook on Engaging Learners In An Online Learning

This shows the cover page of the eBook. When user open the eBook, first thing first they will see this as a cover page before they explore more into the eBook.

CONTENTS	
C1- Chapter 1	Cover
C2- Chapter 2	Contents
C3- Chapter 3	Overview
C4- Chapter 4	eBook
	Successful online educator or learner
	Chapter 1: Introduction of Online Learning
	What is online learning?
	Types of online learning
	Asynchronous
	Advantages and disadvantages
	Synchronous
	Advantages and disadvantages
	Hybrid
	Benefits
	Video YouTube
	Advantages & Disadvantages
	Users' Experiences
	Chapter 2: Tools used In Online Learning
	Tools used In online learning
	Video Conferencing
	Google Meet
	Webex
	Zoom
	Microsoft Teams
	Slide Presentation
	Power Point
	PDF
	Canva
	Quiz/ Test
	Google Classroom
	Mentimeter
	Padlet
	Kahoot
	Quizizz
	Google Form
	Chapter 3: Design Aspect
	4 Phases
	Structuring The Online Session
	Active Learning
	Online Class
	ADDIE
	Analyze
	Design
	Develop
	Implement
	Evaluate
	Chapter 4: Framework/ Model
	Quote
	Framework
	Types of 5
	Col
	Community of Inquiry
	Col Theoretical Framework
	Social Presence
	Cognitive Presence
	Teaching Presence
	References

Figure 4.2 Content

Figure 4.2 shows the table of the content of the eBook. All the chapters and subchapters for this eBook will displayed here. Users can choose the

chapters they want to explore by clicking on the chapters and subchapters. Then, it will go automatically to the page that users have been chosen.

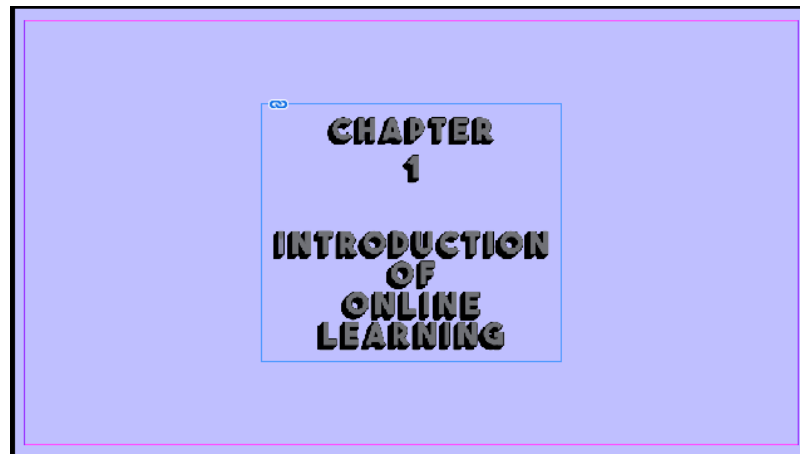


Figure 4.3 Chapter Interface

The figure shows the interface for every chapter. In this interface, the simple animation has been put to make the page looks more interactive. This kind of interface has been applied to all chapters in this eBook. This is the interface for chapter 1.

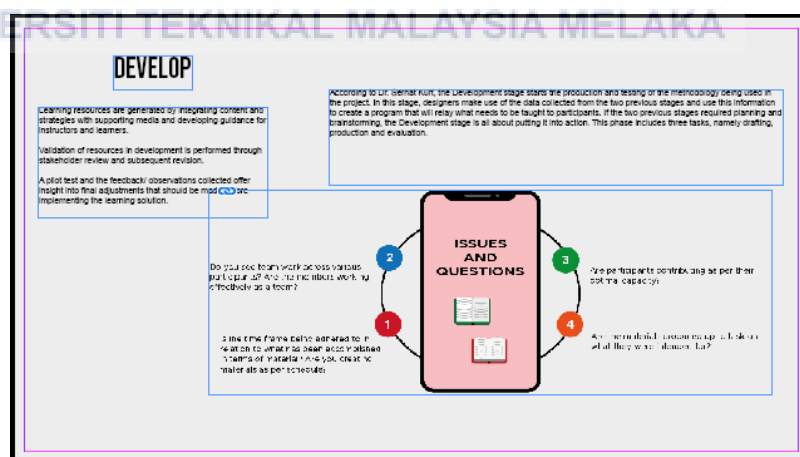


Figure 4.4 Feature: Text and infographic

Figure shows one of the features have been applied in the eBook which is text and infographic. With the usage of infographic, user will easy to understand about something.

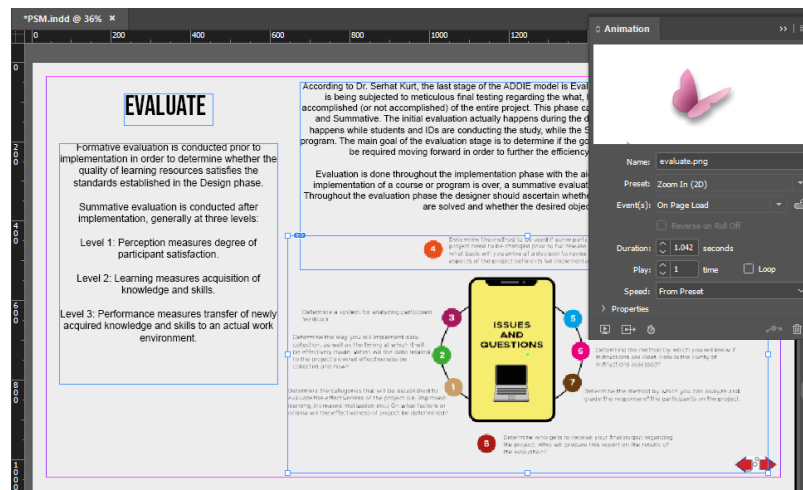


Figure 4.5 Feature: Image Transition

Figure above shows the image transition feature that have been applied on image.



Figure 4.6 Feature: Hyperlink

The figure shows the feature of hyperlink. Users can click a link to jump to the website.

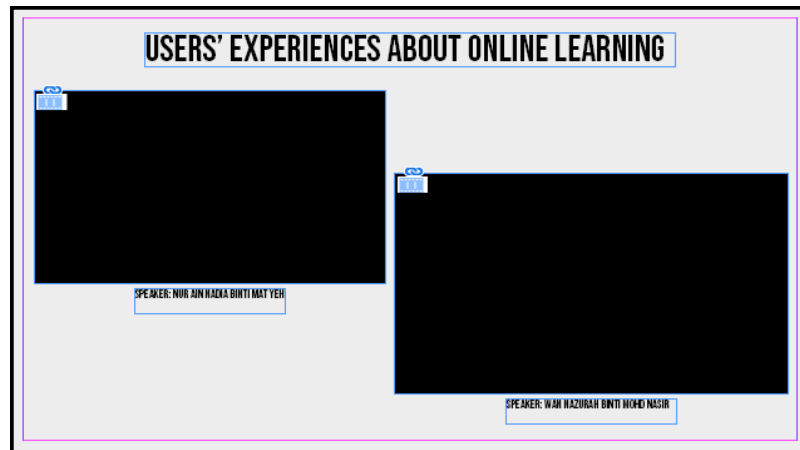


Figure 4.7 Feature: Video

Figure 4.7 shows the video feature. In this eBook, there are several videos that have been recorded and some videos were downloaded from the Internet.

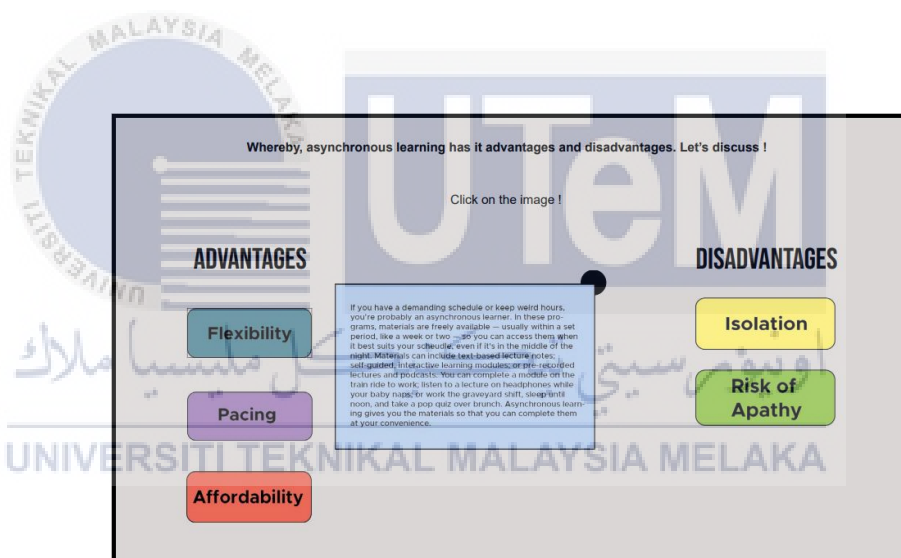


Figure 4.8 Feature: Buttons

Figure 4.8 shows the button image. When users click on the image, another image will display. It uses event on release or tap with action show or hide button.

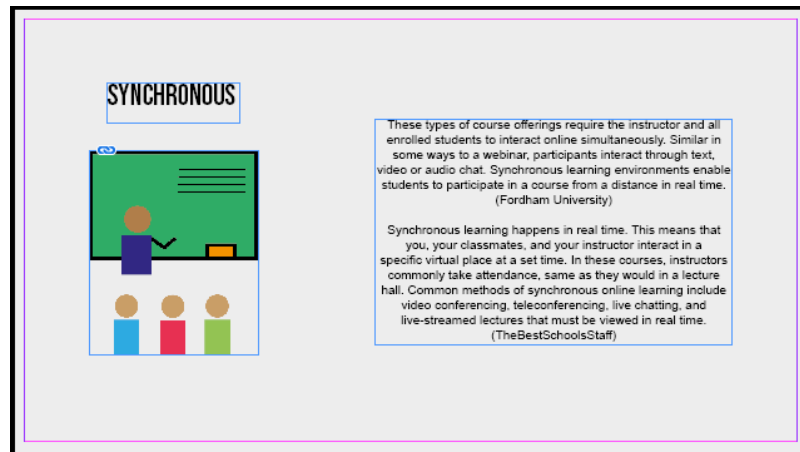


Figure 4.9 Feature: Image

Figure 4.9 shows the image feature that have been used to make this project more interactive and can attract users.

4.4 User Interface Design

User interface design or UI design generally refers to the visual layout of the elements that a user might interact with in a website or technological product. User interface designs must not only be attractive to potential users, but must also be functional and created with users in mind. It is the process where designers utilize to construct interfacing in software or computerized gadgets and focus on looks or style. Designers aim to form interfacing which clients discover simple to utilize and pleasurable.

4.4.1 Navigation Design

Flowchart below shows the navigation of the eBook.

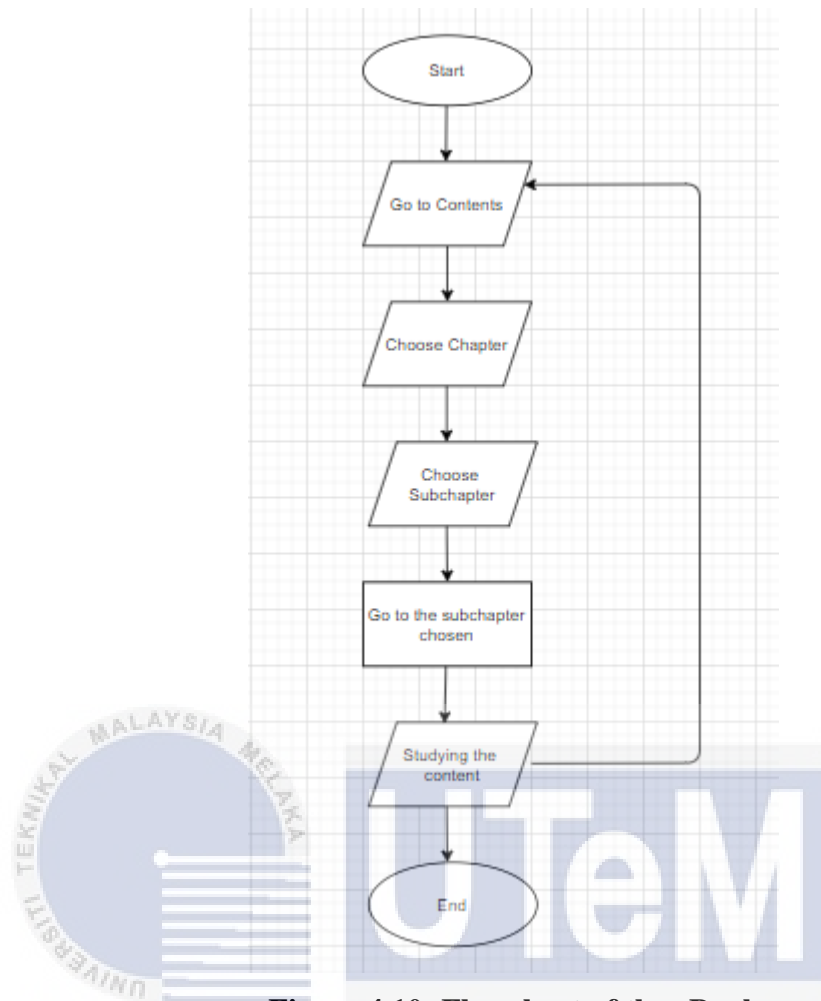


Figure 4.10: Flowchart of the eBook

4.5 Conclusion

This chapter shows almost all the interfaces of the eBook. All the requirements gathered have been applied in the eBook. This chapter also shows the flowchart of the project by using flowchart to make it more understandable.

CHAPTER 5: IMPLEMENTATION

5.1 Introduction

This chapter is about the development of the project where the phase to implement the multimedia elements such as text, graphics, audio and video in the eBook. This chapter also will explain about the media integration, product configuration management and implementation.

5.2 Media Creation

Multimedia is the use of a computer to present and combine text, graphics, audio and video with links and tools that let the user to navigate, interact, create and communicate. Media creation build up five elements which are graphic, text, audio, video and animation. There are several elements have been used in the eBook such as text, graphic and video. The total element will be collected to make the extreme utilitarian product.

5.2.1 Production of Text

It is the fundamental components of multimedia and most common ways of communicating information to other individual. Text is good at providing basic information. Text is one of the important components that used in many multimedia applications. The text conveys the information the developer is trying to get across to their viewers. Text is important element in developing an eBook.

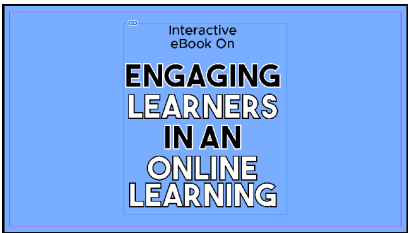
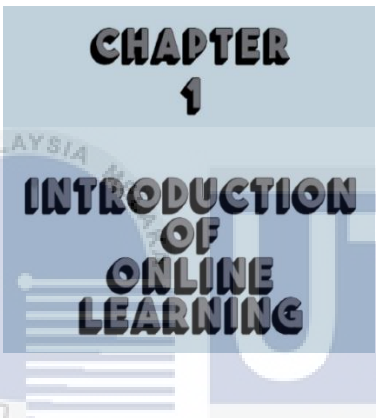

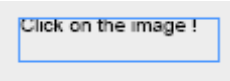
Type of text	Example	Font type	Font size
Title		<ul style="list-style-type: none"> - Metropolis (medium) - The Bold Font (bold) 	<ul style="list-style-type: none"> - 50 - 120
Chapter		<ul style="list-style-type: none"> - The Bold Font (bold) 	<ul style="list-style-type: none"> - 24
Subchapter		<ul style="list-style-type: none"> - Bebas Nue 	<ul style="list-style-type: none"> - 90
Instruction		<ul style="list-style-type: none"> - Arial (regular) 	<ul style="list-style-type: none"> - 30

Table 5.1 Font used

5.2.2 Production of Graphic

Graphics being able in the project. Graphic is also an important part of multimedia. It is because graphic can be a method of communication can we use to portray our ideas to our audience. Graphic can make the product looks more interesting

and this will attract users to use the product. Graphics that have been used in the eBook mostly were created using Adobe Illustrator.

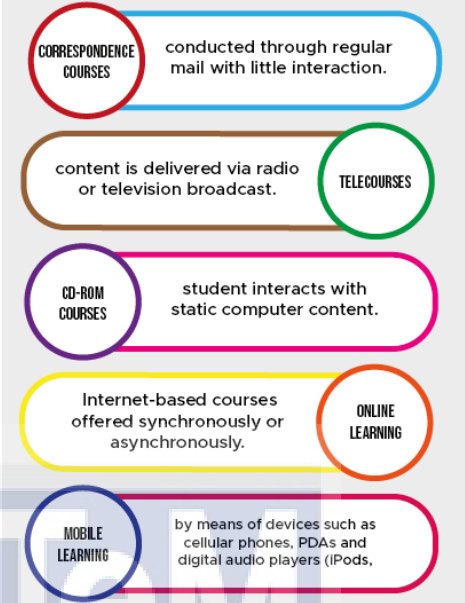
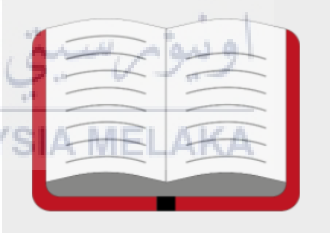


Type of graphic	Example
- Infographic	 <p>The infographic displays five types of e-learning methods, each with a description:</p> <ul style="list-style-type: none"> CORRESPONDENCE COURSES: conducted through regular mail with little interaction. TELECOURSES: content is delivered via radio or television broadcast. CD-ROM COURSES: student interacts with static computer content. Internet-based courses: offered synchronously or asynchronously. MOBILE LEARNING: by means of devices such as cellular phones, PDAs and digital audio players (iPods).
- One of the graphics to tell about the eBook	 <p>A graphic of an open book with Arabic text on its pages, set against a light gray background.</p>
- One of the graphics about tools used in online learnin	 <p>The Google Meet logo, featuring a stylized 'G' in blue, red, and green, with the text 'GOOGLE MEET' below it.</p>
- Button click (image)	 <p>A blue rectangular button with rounded corners and a drop shadow, containing the word 'Flexibility' in bold black text.</p>

Table 5.2 Graphics

5.2.3 Production of Audio

Audio is an element used to help user to hear and understand the sentences. The audios were recorded using smartphone recorder and the will be converted into mp3 before exporting to the eBook.

5.2.4 Production of Video

Video is a visual multimedia application that combines a sequence of images to form moving pictures and sound. Video can have an impact on websites and on social media platforms in a very unique and powerful way. In the eBook, some videos were recorded and have been edited in Adobe After Effect and Adobe Premiere Pro.

5.3 Media Integration

Diverse media are being used together to enhance the users' creative content understanding. After creating all the media elements which are graphic, text, audio, video and others, all of this will be integrated into one platform named Adobe InDesign. The configuration of the software setting is shown in the table below.

Software	Configuration setting
Adobe InDesign CC2021	
Adobe Photoshop CC2020	
Adobe Illustrator CC2020	

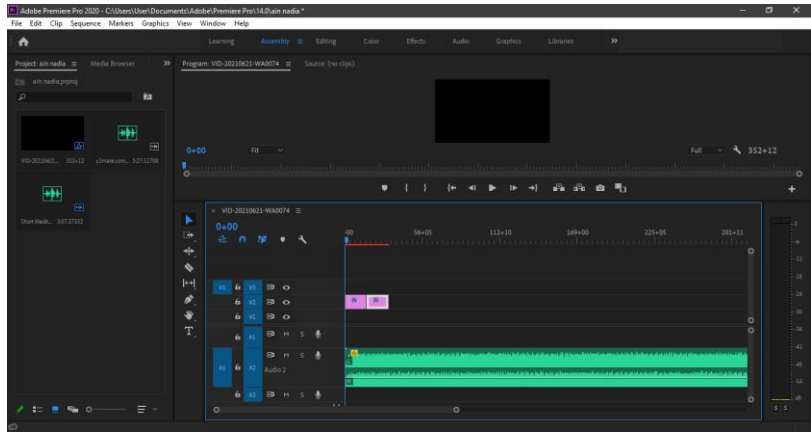
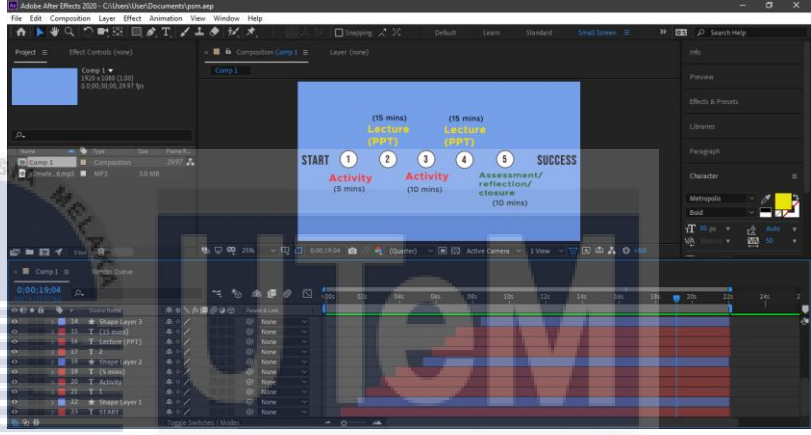
<p>Adobe Premiere Pro CC2020</p>	
<p>Adobe After Effect CC2020</p>	

Table 5.3 Configuration setting

5.4 Implementation Status

The status of implementation will reveal the growth progress in doing the eBook.

Module	Gather all the requirements needed for the project
Duration	4 weeks
Description	Search, gather and collect all the requirements needed before starting to develop the eBook
Status	On time

Table 5.4 Progress before start to develop eBook

Module	Design storyboard
Duration	2 weeks
Description	Design the interface for the eBook
Status	On time

Table 5.5 Progress in developing eBook

Module	Implementation
Duration	10 weeks
Description	Develop the eBook, combine all the elements of multimedia in the eBook
Status	On time

Table 5.6 Progress to develop eBook

5.5 Conclusion

Implementation is an important process in creating or developing a project. Without the process, the project will not be published to use. Research shows that the quality of implementation plays a significant part in bringing about outcomes. If a program is implemented poorly or even moderately well, its goals are unlikely to be achieved, or the results will be less significant. With high quality implementation, success is more likely. Each of elements and contents put together in the Adobe InDesign CC2021 since this is the platform to create the eBook and have also been described in the media integrated. The method of configuration for all applications and software used to build this project was clarified as well as the implementation status. After the implementation, the eBook can be previewed and can do some testing.



CHAPTER 6: TESTING

6.1 Introduction

Testing needs to be done to measure the effectiveness of the eBook. It also to make sure that the application is running and functioning as the expected. In this chapter, it will include the test plan, analysis and the testing result, implementation of testing and evaluation testing.

6.2 Test Plan

Test plan is a summary of the planning for the entire test process. Contain the guidelines for the testing process such as user, testing environment, testing method and schedule of specific activities. This test is carried out to ensure that the product achieve the objectives and meet the users' specifications and need.

6.2.1 Test User

In the test user process, this application will be tested and evaluated by some teachers or lecturers and also students that conduct online learning. Few teachers will be randomly selected to test the effectiveness of the eBook. It is also to see how the users can get experience in testing the eBook.

6.2.2 Testing Environment

In this situation, the test is done in random places, not just specific in one place. The environment is not too conducive due to a few problems that

cannot avoid. The material needed in this testing process is laptop to use the eBook.

6.2.3 Testing Schedule

A test schedule incorporates who is the user, number of users, the date and day of the test performed, duration of the testing and venue where the testing is done. This is an important detail that need to concern in order to perform the testing on time and collect the important data and feedback needed from the user.

Users	<ul style="list-style-type: none"> - Teachers - Students
Number of users	<ul style="list-style-type: none"> - 20
Venue	<ul style="list-style-type: none"> - Their houses - via Google Form
Method used	<ul style="list-style-type: none"> - eBook- EPUB Interactivity - Preview - Interactive PDF

Table 6.1 Schedule for testing

6.3 Test Strategy

To perform the test for this project, it has two types of evaluation which are by google form and testing in real. For testing in real, 2 teachers and a student have been chosen to test this eBook. After they finished testing the eBook, they will fill up the google form to evaluate. Another way is the questionnaire has been disseminated along with interactive PDF and video. then, after they see and testing the system, they also have to fill up the questionnaire to give the evaluation.

6.4 Test Implementation

The survey is conducted to 2 groups which are alpha and beta tester. Alpha tester will rate the multimedia design with 5 range of rating on their questionnaire as shown in the table 5.8 below. For Beta tester,

1	Strongly disagree
2	Disagree
3	Moderate
4	Agree
5	Strongly agree

Table 6.2 Range of rating for testing

6.5 Result and Analysis

The result of this test is from the testing that has been done on the users which are Alpha tester and Beta tester. Same questionnaire is used to test because the evaluation for the eBook is the same. So, for Alpha and Beta tester, the same questionnaire is used.

6.5.1 Test Result

The testing was done by some teachers, lecturers and students. The results are shown in chart.

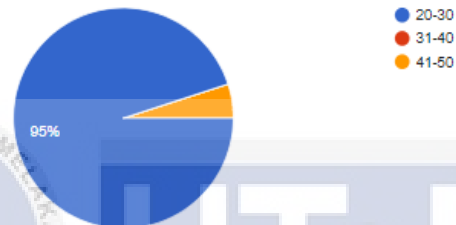
Section A: General Information

20 responses Percentage



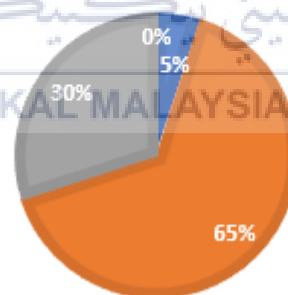
Age/ Umur

20 responses



20 RESPONSES PERCENTAGE OF POSITION

■ Lecturer ■ Student ■ Teacher ■ Multimedia Expert



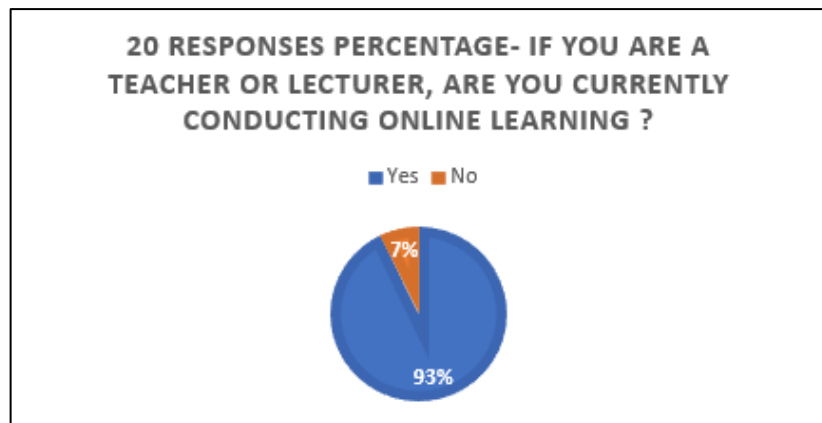


Figure 6.1 Testers' Information

Figure 6.1 shows the information of the testers. There are 20 respondents that have been respond in the google form. They have teachers, lecturers and students.

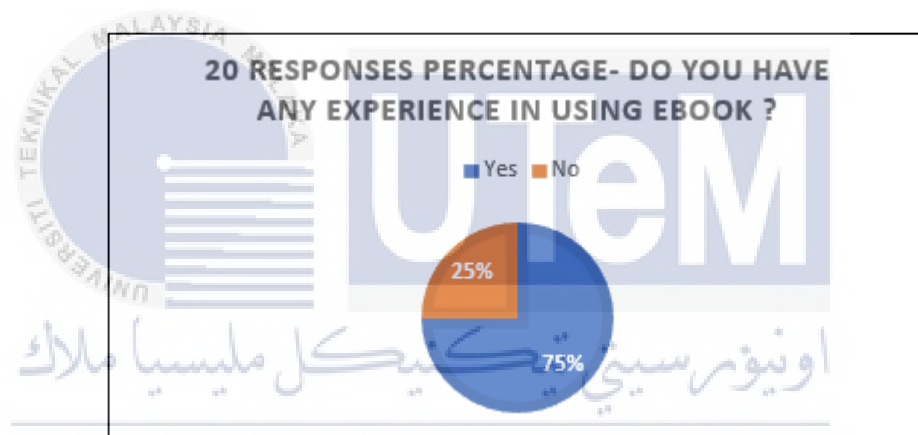


Figure 6.2 Testers' experiences in using eBook

Some of the respondents said that they do not have any experiences in using eBook and some of them have experiences in using it.

Section B: User satisfaction

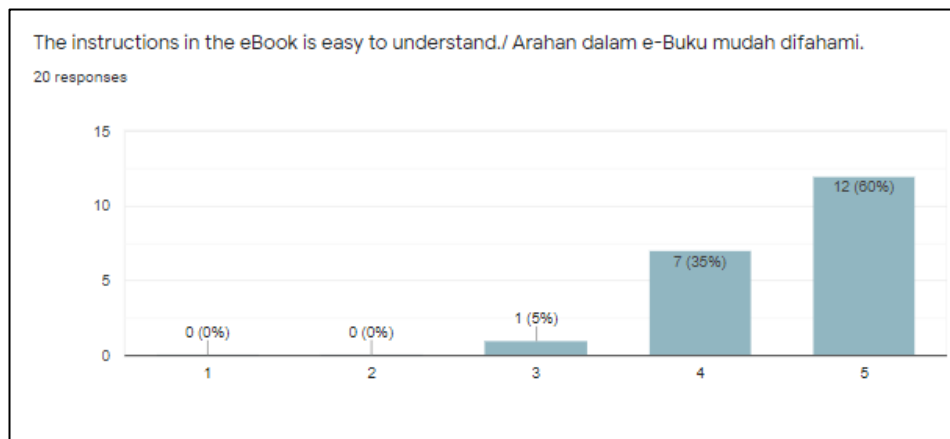


Figure 6.3 Instruction in the eBook

Figure 6.3 shows the result of the instructions in the eBook is easy to use. It is to make sure that every instruction in the eBook can be followed by users easily. Majority of the respondents are strongly agree which is 60%.

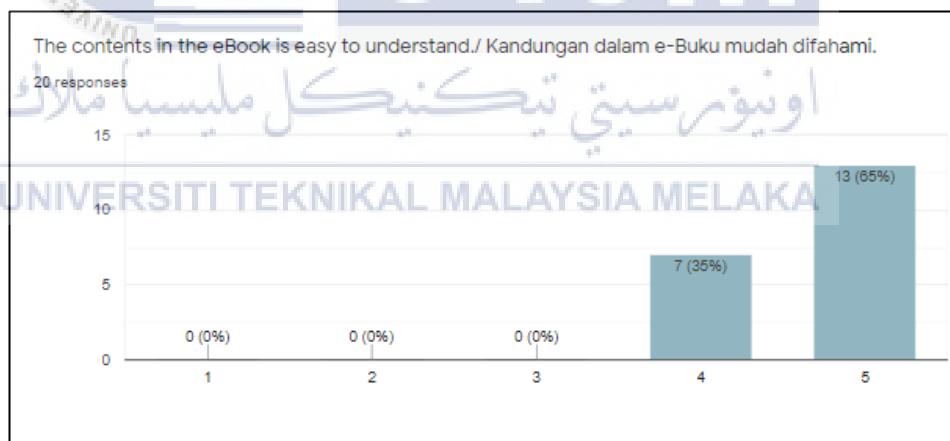


Figure 6.4 The contents are easy to understand

Figure 6.4 shows the result of the contents are easy to understand. It is to make sure that users can understand the contents provided in the eBook. Majority of the respondents are strongly agree which is 65%.

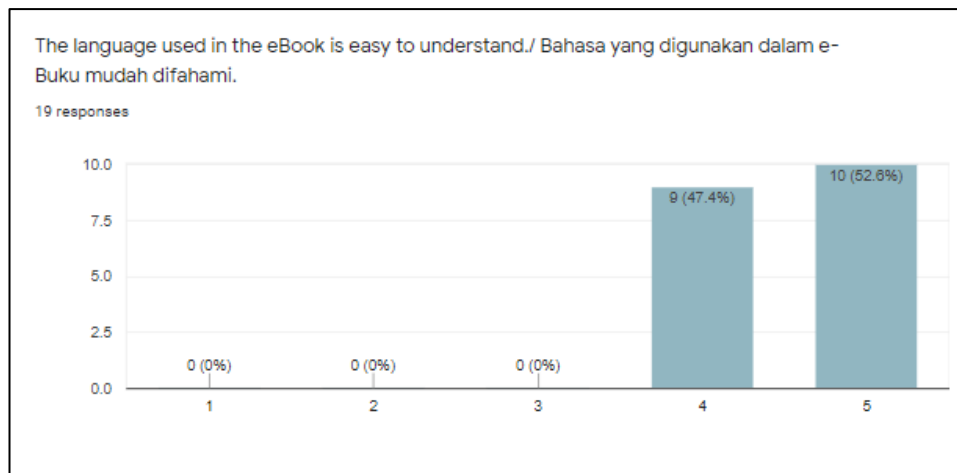


Figure 6.5 The language used easy to understand

Regarding the result of the language used, there are 52.6% of the respondents are strongly agree that it is easy to understand. It is an important thing for users to easily understand the language used so that they can use the eBook.

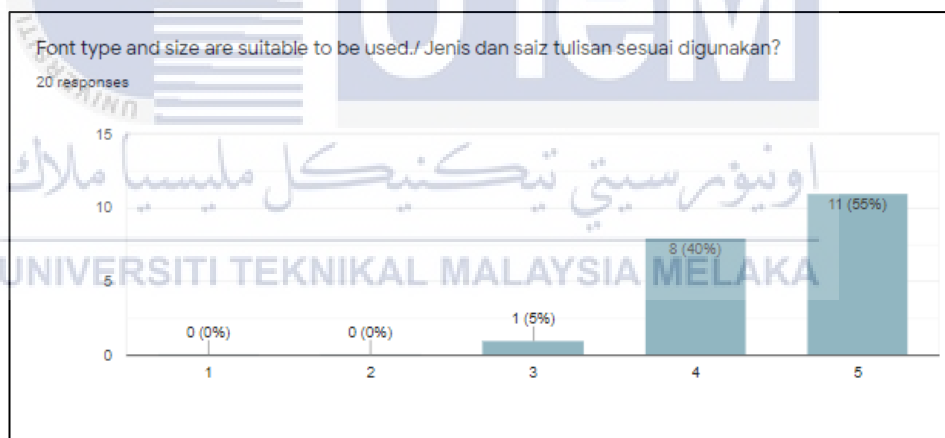


Figure 6.6 Font type and size are suitable

Majority of the respondents are strongly agree that the font type and size used in the eBook is suitable and relevant.

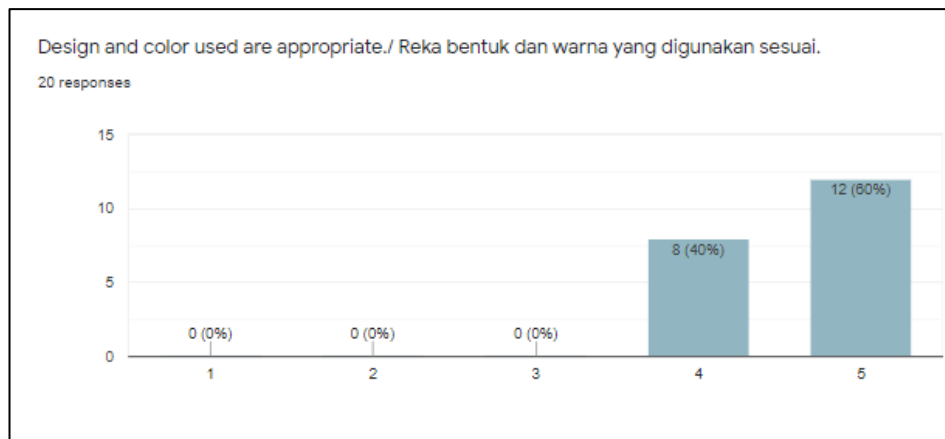


Figure 6.7 Design and color used are appropriate

According to the result, there are 60% of the respondents are strongly agree and think that the design and color used in the eBook are appropriate and make the eBook looks more interested.

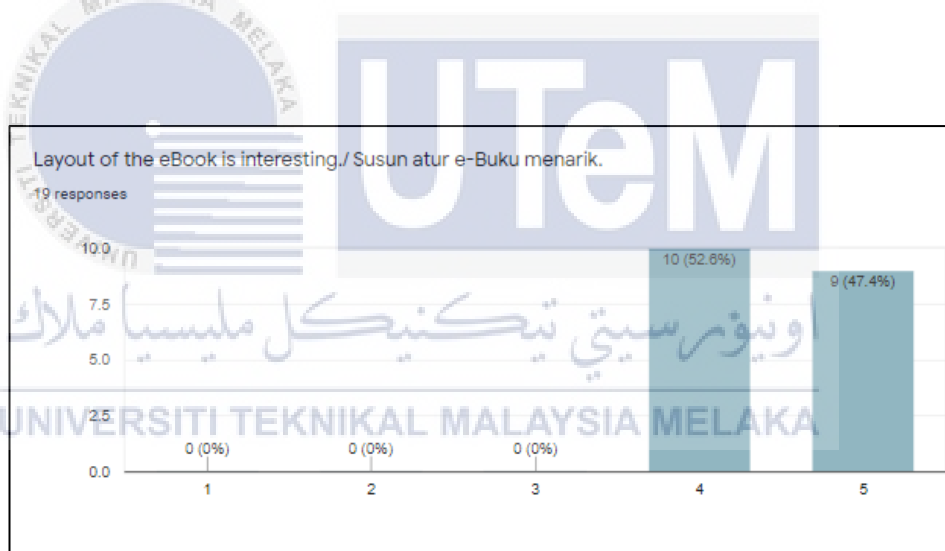


Figure 6.8 The language used easy to understand

There are 52.6% of the respondents are agree with the interesting of the layout. It is important to make the eBook looks more attractive.

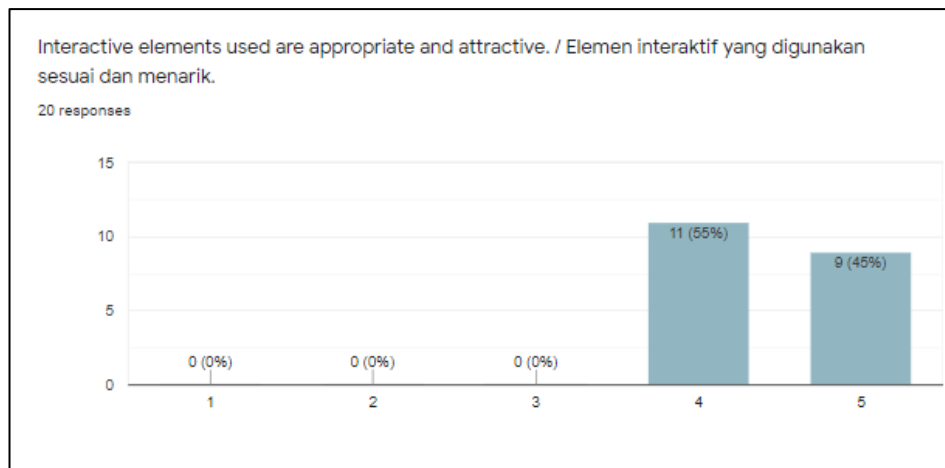


Figure 6.9 Interactive elements are appropriate and attractive

55% of the respondents agree that the interactive elements used in the eBook are appropriate and interactive that can attract people to use it.

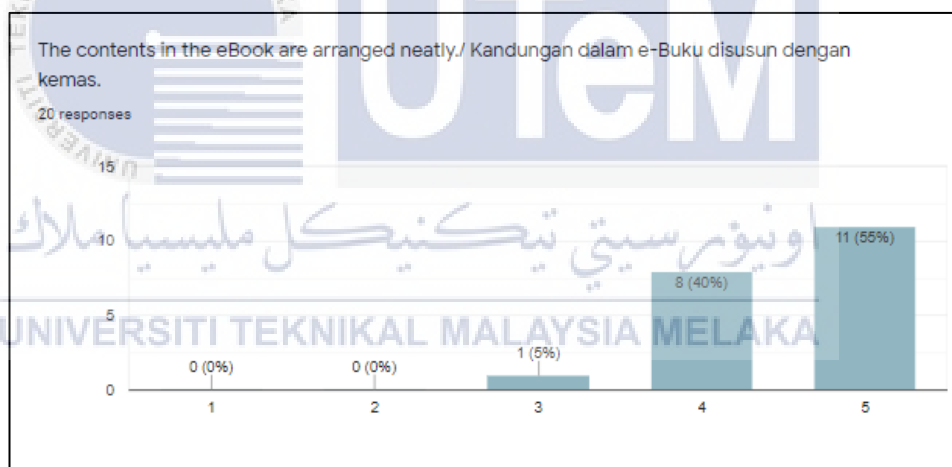


Figure 6.10 Contents are arranged neatly

Figure 6.10 shows the result of the contents in the eBook are arranged neatly. Majority of the respondents said that the contents are arranged neatly which is 55%.

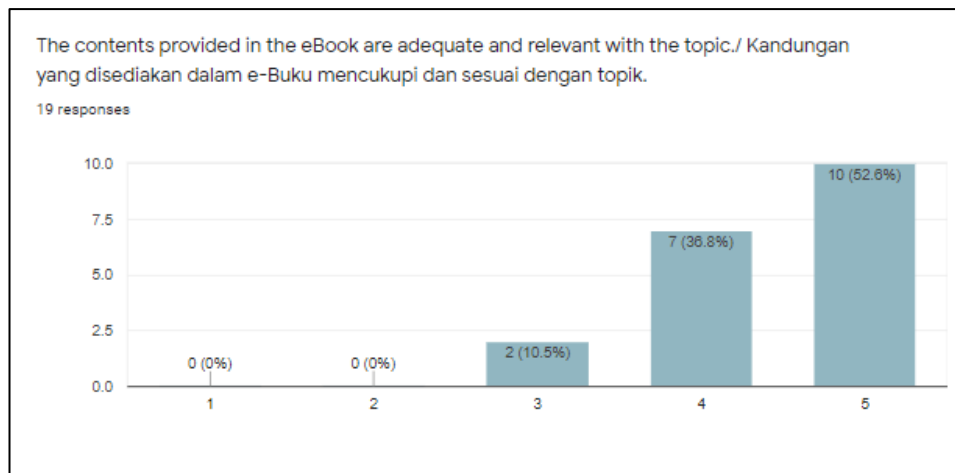


Figure 6.11 The language used easy to understand

Regarding the result, there are 52.6% of the respondents are strongly agree. It is an important thing for users to easily understand the language used so that they can use the eBook.

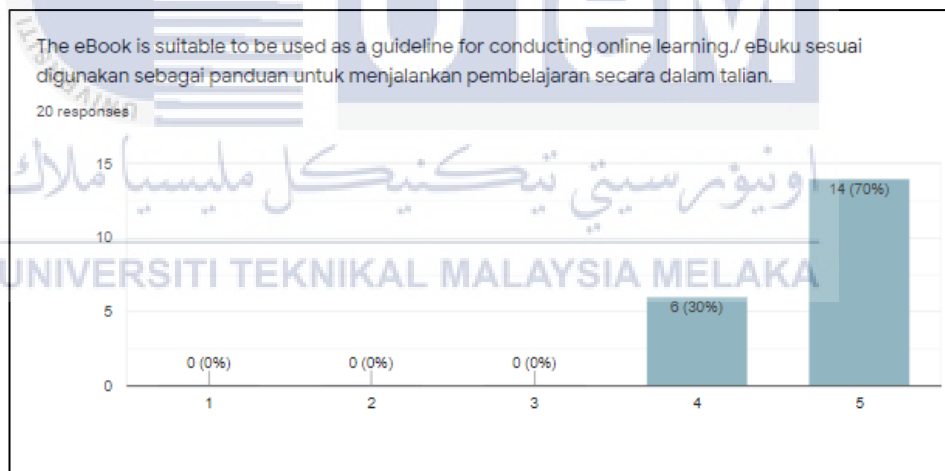


Figure 6.12 Suitable to be used as a guideline for conducting online learning

According to the result, 70% of the respondents are agree that the eBook is suitable to be used as a guideline to conduct online learning.

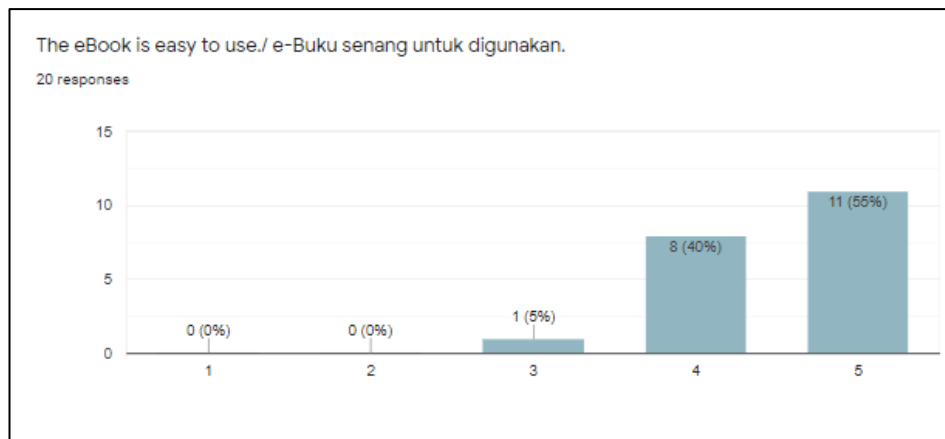


Figure 6.13 Easy to use

Figure 6.13 shows the result of respondents agreed that the eBook is easy to use. There are 55% are agreed with that.

Please provide your comment and suggestion in other for me to improve the eBook for future use./
Sila berikan komen dan cadangan anda untuk saya meningkatkan e-Buku untuk penggunaan masa depan.

20 responses

Add more interactive elements
اونيور سيتي تيكنيكل مالايا

Ok2 je

Try to highlight the main point in each sub topic. Description for the main point make in short sentences.

- Excellent ebook
- More interactive content
- Tiada. Design Ebook menarik,interaktif dan mempunyai semua kandungan maklumat yang sesuai.
- Make it more user friendly
- Great instrument for learners
- Two way communication . To have guide or maybe checking track

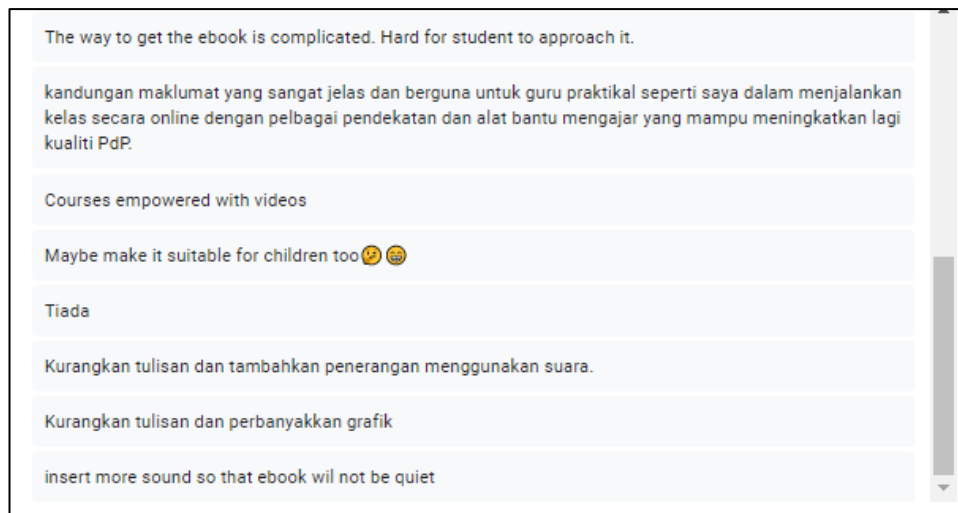


Figure 6.14: Comments and feedback from testers

Figure 6.14 shows the comments and feedback from both testers, where they said that this eBook is interesting and this project is a good idea to do. But there are certain part that need to be fixed to make the eBook more interactive. For the example, add more interactive button and sound so that, the eBook will be more interesting.

6.6 Conclusion

In conclusion, the eBook has been successfully implemented through several procedures. This topic discussed the plan to conduct testing on target users. The results of the questionnaire are also shown in this topic in the form of charts. The use of questionnaires is to investigate whether the project objectives have been met and also to identify the use of eBook.

CHAPTER 7: PROJECT CONCLUSION

7.1 Observation on Weaknesses and Strength

Every product that has been developed must have its strength and weakness. After the testing and research have been done, the eBook also shown its flaws and courage. The weakness identified is users need to download a software or an application that is capable to open the EPUB file. It is because the eBook is exported to EPUB file. So, users need to download the software or application before open the eBook.

Another weakness is the contents of the eBook are mostly text. From the feedback, a few respondents give an idea to just highlighted the main point in each subtopic so that it will help to reduce text. The respondents also give an idea to reduce text and give more infographic or add sound to sync with the text. So, it will attract more users to use the eBook.

The strength of the eBook is users can open and explore the eBook anywhere and anytime as long as they have the application to open the file. Other than that, the strength of this eBook is users can use interactively, where they can press each button on every page to know more the explanation. Some infographics that have been put in the eBook will help users to understand some of the content clearly.

Furthermore, the eBook also have some videos that have been captured. YouTube video also have been provided in the eBook. For tools used, users can click on the link provided in the eBook, so they will be brought to the webpage, and they can download or register the tools there.

7.2 Project Contribution

Electronic books are one of the revolutions nowadays that can contribute to the environment where tree felling activities can be reduced. It is because, when many people use eBook as a medium of learning, then the use of paper will be decreased. So, it will help the environment by not holding a lot of trees felling activities to make paper. Besides, the eBook teaches and invites them to learn by using technological facilities in line with the development of technological advances in the present and can change the public perception of technology where many positive sides from negative. The eBook will also help teachers or lecturers or anybody else who are conducting online learning to get more ideas or tips from the eBook. Nowadays, users can access to an efficient education anytime and anywhere they need, as long as they can get online. So, the eBook has provided many tips, ideas, techniques on how to conduct online learning, especially for the newbie.

7.3 Conclusion

In conclusion, the eBook of Engaging Learners In An Online Learning has achieved all the objectives which are to explore the features of the Adobe InDesign that can be used to develop an eBook, to develop an interactive eBook on Engaging Learners in an Online Learning and to measure user satisfaction of using an interactive eBook among the community. This project was completed within the allotted time. Furthermore, from the testing result, it can see that the eBook will help users to find some information about the topic provided. The interactive elements in the eBook have attract users to use the eBook. Users also used the eBook easily and they can understand every command contained in the eBook. They are also satisfied when using this eBook. This project has been proven that respondents can accept and are also interested in the use of interactive methods to learn something by using eBook. However, there are still need some improvements to be used in the future.

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APPENDIX A: QUESTIONNAIRE FOR TESTING

Interactive eBook On

ENGAGING LEARNERS IN AN ONLINE LEARNING

Section 1 of 3

Effectiveness of Interactive eBook On Engaging Learners In An Online Learning

Assalamualaikum and hi. I am Nur Fatim Shahira Binti Othman, a final year student from Universiti Teknikal Malaysia Melaka (UTeM) with a Bachelor in Computer Science (Interactive Media) with Honors.

I am currently doing my final year project on developing an Interactive eBook on Engaging Learners In An Online Learning. This survey is to measure the effectiveness of using an interactive eBook among the community.

Thank you for your time and cooperation./

Assalamualaikum dan hai. Saya Nur Fatim Shahira Binti Othman, pelajar tahun akhir dari Universiti Teknikal Malaysia Melaka (UTeM) dengan Ijazah Sarjana Muda Sains Komputer (Media Interaktif) dengan Kepujian.

Saya sedang menjalankan projek tahun akhir saya untuk membangunkan interaktif e-Buku mengenai "Interactive eBook on Engaging Learners In An Online Learning". Tinjauan ini adalah untuk mengukur keberkesanan penggunaan eBook interaktif di kalangan masyarakat.

Terima kasih atas masa dan kerjasama anda.

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Section 2 of 3

Section A: General Information



Please tick (✓) in the relevant box. / Sila tandakan (✓) pada kotak yang berkenaan.

Gender/ Jantina *

- ☐ Male/ Lelaki
- ☐ Female/ Perempuan

Age/ Umur *

- ☐ 20-30
- ☐ 31-40
- ☐ 41-50

Position/ Jawatan *

- ☐ Teacher/ Guru
- ☐ Lecturer/ Pensyarah
- ☐ Multimedia Expert/ Pakar Multimedia
- ☐ Student/ Pelajar



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If you are a teacher or lecturer, are you currently conducting online learning ?/ Sekiranya anda seorang guru atau pensyarah, adakah anda sedang menjalankan pembelajaran dalam talian?

- ☐ Yes/ Ya
- ☐ No/ Tidak

Do you have any experience in using eBook ?/ Adakah anda mempunyai pengalaman dalam menggunakan e-Buku? *

- ☐ Yes/ Ya
- ☐ No/ Tidak

Section B: Effectiveness



Please rate based on your opinion./ Sila nilaikan berdasarkan pendapat anda.

The instructions in the eBook is easy to understand./ Arahan dalam e-Buku mudah difahami. *

	1	2	3	4	5	
Strongly disagree/ Sangat tidak setuju	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Strongly agree/ Sangat setuju

The contents in the eBook is easy to understand./ Kandungan dalam e-Buku mudah difahami. *

	1	2	3	4	5	
Strongly disagree/ Sangat tidak setuju	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Strongly agree/ Sangat setuju

The contents in the eBook are arranged neatly./ Kandungan dalam e-Buku disusun dengan kemas. *

	1	2	3	4	5	
Strongly disagree/ Sangat tidak setuju	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Strongly agree/ Sangat setuju

The contents provided in the eBook are adequate and relevant with the topic./ Kandungan yang disediakan dalam e-Buku mencukupi dan sesuai dengan topik. *

	1	2	3	4	5	
Strongly disagree/ Sangat tidak setuju	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Strongly agree/ Sangat setuju

Design and color used are appropriate./ Reka bentuk dan warna yang digunakan sesuai. *

	1	2	3	4	5	
Strongly disagree/ Sangat tidak setuju	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Strongly agree/ Sangat setuju

Font type and size are suitable to be used./ Jenis dan saiz tulisan sesuai digunakan? *

	1	2	3	4	5	
Strongly disagree/ Sangat tidak setuju	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Strongly agree/ Sangat setuju

Layout of the eBook is interesting./ Susun atur e-Buku menarik. *

	1	2	3	4	5	
Strongly disagree/ Sangat tidak setuju	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Strongly agree/ Sangat setuju

The language used in the eBook is easy to understand./ Bahasa yang digunakan dalam e-Buku mudah difahami. *

	1	2	3	4	5	
Strongly disagree/ Sangat tidak setuju	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Strongly agree/ Sangat setuju

Interactive elements used are appropriate and attractive./ Elemen interaktif yang digunakan sesuai dan menarik. *

	1	2	3	4	5	
Strongly disagree/ Sangat tidak setuju	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Strongly agree/ Sangat setuju

The voices are clear and understandable./ Suara jelas dan mudah difahami. *

	1	2	3	4	5	
Strongly disagree/ Sangat tidak setuju	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Strongly agree/ Sangat setuju

The eBook is suitable to be used as a guideline for conducting online learning./ eBuku sesuai digunakan sebagai panduan untuk menjalankan pembelajaran secara dalam talian. *

	1	2	3	4	5	
Strongly disagree/ Sangat tidak setuju	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Strongly agree/ Sangat setuju

The eBook is easy to use./ e-Buku senang untuk digunakan. *

	1	2	3	4	5	
Strongly disagree/ Sangat tidak setuju	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Strongly agree/ Sangat setuju

Is the Adobe InDesign is a good software in developing eBook ?/ Adakah Adobe InDesign adalah perisian yang baik dalam membangunkan e-Buku?

☐ Yes

☐ No

Please provide your comment and suggestion in other for me to improve the eBook for future use./ Sila berikan komen dan cadangan anda untuk saya meningkatkan e-Buku untuk penggunaan masa depan. *

Long answer text



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APPENDIX B: TESTING PHOTO

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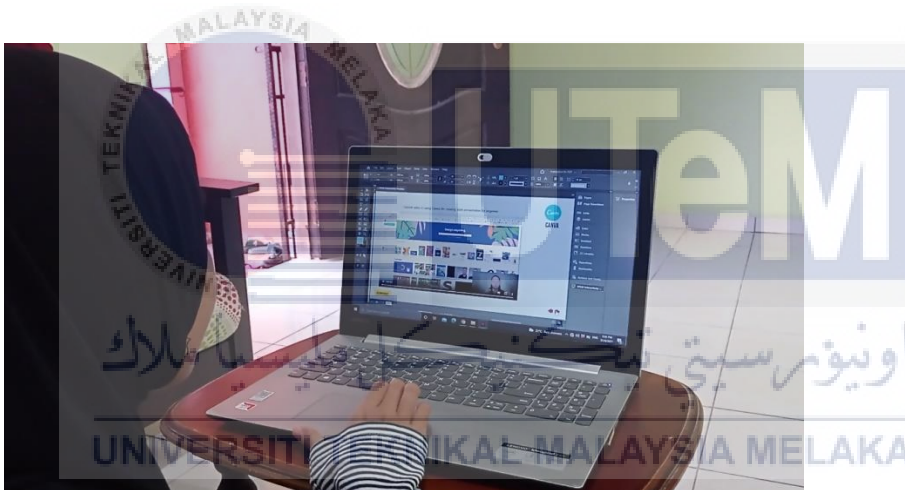
Siti Nur Atikah Binti Jusof

Guru Praktikal SMK Bukit Bunga, Tanah Merah, Kelantan



Nurul Ainal Shaira Binti Mohd Tahir

Guru Tadika Little Caliph Gemang, Jeli, Kelantan



Nurul Nabilah Binti Spiee

Pelajar Universiti Malaya (UM)