

INTERACTIVE BOOKS FOR COMPUTER GAMES SUBJECT



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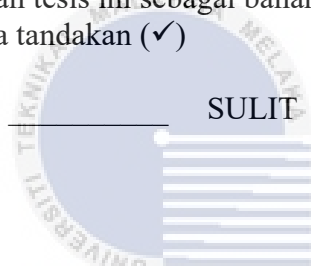
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INTERACTIVE BOOKS FOR COMPUTER GAMES SUBJECT

MUHAMMAD IMAN NAJMI BIN AMINUDDIN



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

UNIVERSITI TEKNIKAL MALAYSIA MELAKA

FACULTY OF INFORMATION AND COMMUNICATION TECHNOLOGY
UNIVERSITI TEKNIKAL MALAYSIA MELAKA

2021

DECLARATION

I hereby declare that this project report entitled
[INTERACTIVE BOOKS FOR LEARNING COMPUTER GAMES]
is written by me and is my own effort and that no part has been plagiarized
without citations.

STUDENT

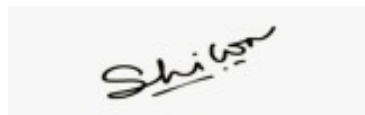
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MUHAMMAD IMAN NAJMI BIN AMINUDDIN

Date : 21 Jun 2021



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 (Software Development)] with Honours.



SUPERVISOR

:

([Assoc. Prof. Ts. Dr. Norasiken Bakar])

Date : 23 Jun 2021

DEDICATION

I might want to communicate my true thanks and appreciation to my supervisor, Assoc. Prof. Ts. Dr. Norasiken Bakar who has support and guide me in this final year project. Despite all the mistakes and errors, we still manage to get through all the obstacles. A million thanks to you.

After that, I want to say a special thanks to my classmates and friend who helped me a lot in this project. Especially my friend, Nurushshadah Binti Tamby Suleiman who helped in suggesting several application for this project.

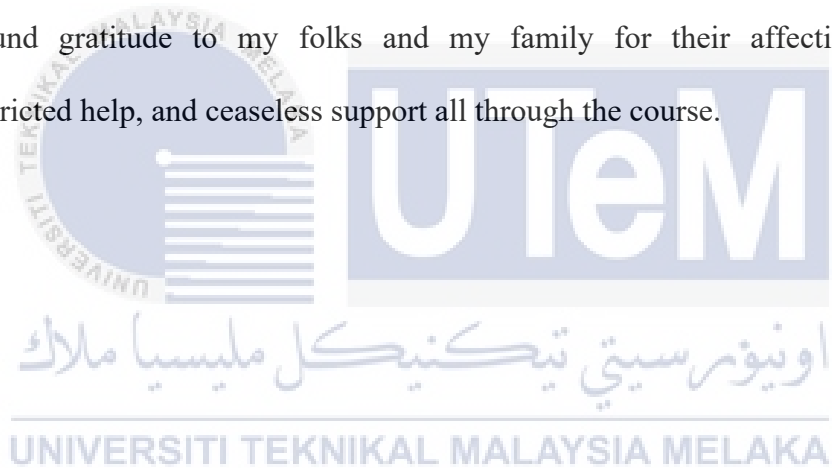
Finally, I must say thanks to my beloved parents, Aminuddin Bin Hassim and Murni Binti Muda, for their love, support and continuous encouragement throughout the course.

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Plus, I might want to offer my thanks to my companions for giving me backing and help during the way toward finishing this venture. At long last, I should express profound gratitude to my folks and my family for their affection, tolerance, unrestricted help, and ceaseless support all through the course.



ABSTRACT

The name of this project is Interactive Books For Computer Games Subject which is proposed by my Supervisor, Assoc. Prof. Ts. Dr. Norasiken Bakar. The main purpose of this project is to design an interactive book that could aid the students to understand even more regarding the contents of the subject. Besides that, it is also to identify the suitable media elements when developing an interactive e-book. The interactive book can be accessed by any application that able to open a .epub file format such as Kotobee Author or Books on Mac. The methodology that has been chosen to develop this project is ADDIE Model. The reason for choosing this model is because it is proven to be a suitable method for designing a learning material. The project will be developed using various software but mainly Kotobee Author as it is the main application to create an interactive e-book. Using the said application, it can implement the media elements chosen such as text, images, video, audio and animations into the interactive e-book. The project design will refer to the questionnaire that had been delivered to the target users and the teaching plan designed by UTeM. From this project, the multimedia elements will be fully utilized to ensure the success of the development of the interactive book. Students will be able to learn more additional content regarding the subject as it will increase the effectiveness of studying when using an interactive e-book. The Evaluation method used is the Pilot Test while the Testing method used is The Control and Experiment group method, which both phases has been able to carry out exactly as planned. Conclusively, the project is a success with the objectives of the project was able to achieved.

ABSTRAK

Nama projek ini adalah Buku Interaktif Untuk Subjek Permainan Komputer yang telah dicadangkan oleh penyelia saya, Prof. Madya Ts. Dr. Hj. Norasiken Bakar. Tujuan utama projek ini adalah untuk menghasilkan sebuah buku interaktif yang boleh membantu pelajar untuk memahami lebih banyak mengenai subjek tersebut. Selain itu, projek ini juga bertujuan untuk mengenal pasti elemen media yang sesuai untuk digunakan bagi menghasilkan sebuah interaktif e-book. Buku interaktif yang dihasilkan boleh diakses oleh mana-mana aplikasi yang dapat membuka format file .epub seperti Kotobee Author atau Books di Mac. Projek metodologi yang dipilih adalah ADDIE Model. Antara sebab model tersebut dipilih adalah kerana ia terbukti menjadi sebuah kaedah yang sesuai untuk merancang projek yang melibatkan bahan pembelajaran. Projek ini akan dibangunkan dengan menggunakan pelbagai perisian terutamanya Kotobee Author kerana ia adalah aplikasi utama untuk membuat interaktif e-book. Dengan menggunakan aplikasi tersebut, ia dapat menerapkan elemen media yang dipilih seperti teks, gambar, video, audio dan animasi ke dalam interaktif e-book. Reka bentuk projek akan merujuk kepada soal selidik yang telah diedarkan kepada pengguna sasaran dan rancangan pengajaran yang dihasilkan oleh pihak UTeM. Melalui projek ini, elemen multimedia akan digunakan sepenuhnya untuk memastikan kejayaan pengembangan buku interaktif. Pelajar akan dapat mempelajari lebih banyak kandungan tambahan mengenai subjek yang akan membantu dalam meningkatkan keberkesanan belajar ketika menggunakan interaktif e-book. Kaedah Penilaian yang digunakan adalah kajian rintis manakala kaedah yang digunakan bagi fasa pengujian adalah Kumpulan Kawalan dan Eksperimen. Kedua-dua kaedah berjaya dilaksanakan dengan jayanya. Secara konklusif, projek ini telah berjaya mencapai objektif yang telah ditetapkan.



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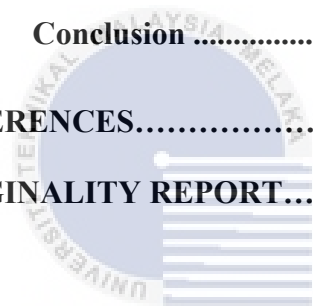
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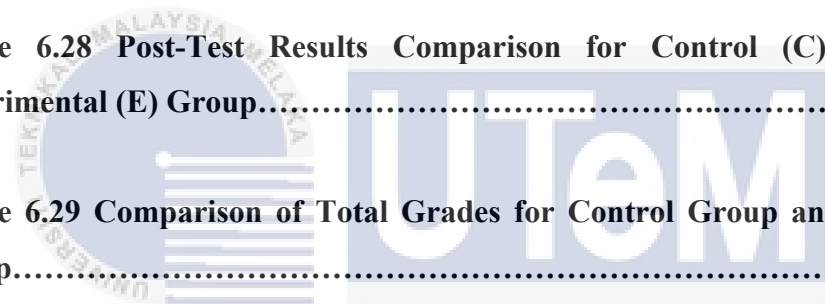
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LIST OF ABBREVIATIONS

- FYP** - **Final Year Project**
- UTEM** - **Universiti Teknikal Malaysia Melaka**



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