

**MOBILE DIGITAL COMIC FOR BASIC
JAPANESE LANGUAGE LEARNING**



UNIVERSITI TEKNIKAL MALAYSIA MELAKA

**MOBILE DIGITAL COMIC FOR BASIC
JAPANESE LANGUAGE LEARNING**

SITI SOLEHAH BINTI AZIT



اونيورسيتي تيكنيكل مليسيا ملاك

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

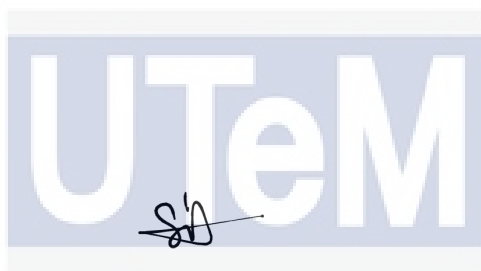
FACULTY OF INFORMATION AND COMMUNICATION TECHNOLOGY
UNIVERSITI TEKNIKAL MALAYSIA MELAKA

2021

DECLARATION

I hereby declare that this project report entitled
**MOBILE DIGITAL COMIC FOR BASIC
 JAPANESE LANGUAGE LEARNING**

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



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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
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SUPERVISOR : _____ Date : 29 JUNE 2021

DEDICATION

To my beloved parents,

I dedicate this project to you for many reasons. First, as a thank you for all the things you have done to for me as I've grown up, who have been my source of inspiration, gave me strength when I thought of giving up, support and help whenever and wherever I need.

Dear my mom, thank you for all the thousands of times you made dinner for me, for all the times you checked my health in doing my assignments, for all the times you advices me for not give up on my final project, for all the times you were there for me when I was sick and for everything else you've done for me.

Dear my dad, thank you for being great mentor on how to be a woman of character, for being an example for us, for teaching me how to be a hard worker and tough in this time of pandemic in completing my final year project. I truly appreciate what you have done to me in giving me support all this time. Thank you for being my awesome dad which I can be proud of.

I would like to thank you again to my beloved parents for their support in both emotional and financial throughout my project. I feel very grateful and blessed to have these people in my life.

In addition, to my supervisor, Dr Mohamad Lutfi Dolhalit who always committed, endless support and guide me while the progress of this final project.

Lastly, to all my beloved friends who always there to help me through anything and shared their words of advice and encouragement to finish my final year project.

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Bismillahirrahmanirahim, In the name of Allah, thank you for the guidance, strength and giving me a healthy life. Alhamdulillah, with his permission I am able to finish and completed my final year project.

I would like to express my sincere gratitude to my parents, for their contribution on financial, endless moral , support and all the guidance and advice to help me on this project.

Secondly, I would like to express my sincere gratitude to my supervisor Dr. Mohamad Lutfi Dolhalit for giving assistant to complete this entire project duration.

I feel grateful for the advices and improvement from my supervisor on how to complete my final project. I really appreciate the kindness from my supervisor in dealing with my project. Without the help from my supervisor, I will be lost to what to do in improving my final year project. Thank you for all of your help and advices in the making of this final year project.

To wrap things up, I would also like to thank my beloved friends who have been giving me support and motivation throughout my project. I feel so grateful and blessed to have these people in my life.

Thank you.

ABSTRACT

Foreign languages have become more popular and in-demand among Malaysians especially for the people who really love to learn a new language. In Malaysia, there are many public and private institution has provided the third language as one of the subjects but there are not many e-learning platforms for Malaysia people who want to learn the Japanese language. The focus on developing this project is for people who want to learn basic Japanese language which they can learn at this e-learning platform easily. This project involved using E-learning with some of the digital comics put in it to make it more special and more interactive in the learning module. This study aims to investigate the use of mobile digital comics in Japanese language learning so the people who learn the Japanese language will have better coverage in learning the basic Japanese language. Nowadays, not many e-learning platforms teach the basic Japanese language to Malaysian people. This project is expected to successfully be one platform that can teach basic Japanese language to the Malaysian people out there who willing to learn.

ABSTRAK

Bahasa asing telah menjadi lebih popular dan diminati di kalangan rakyat Malaysia terutamanya bagi orang-orang yang sangat suka belajar bahasa baru. Di Malaysia, terdapat banyak institusi awam dan swasta yang menyediakan bahasa ketiga sebagai salah satu mata pelajaran tetapi tidak banyak platform e-learning untuk orang Malaysia yang ingin belajar bahasa Jepun. Fokus untuk membangunkan projek ini adalah untuk orang yang ingin belajar bahasa Jepun asas yang mereka dapat belajar di platform e-learning ini dengan mudah. Projek ini melibatkan penggunaan e-learning dengan beberapa komik digital yang dimasukkan untuk menjadikannya lebih istimewa dan lebih interaktif dalam modul pembelajaran. Kajian ini bertujuan untuk mengkaji penggunaan komik digital mudah alih dalam pembelajaran bahasa Jepun sehingga orang yang mempelajari bahasa Jepun akan mendapat liputan yang lebih baik dalam mempelajari bahasa Jepun asas.

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LIST OF ABBREVIATIONS

FYP - **Final Year Project**



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CHAPTER 1: INTRODUCTION

1.1 Project Background

According to research (M.I Mohd Hassan,2019), motivation is a crucial aspect of learning a far off language. It becomes even more crucially important for learners of Japanese as a far off language (JFL) because Japanese falls into an equivalent category as Arabic and Mandarin, all of which are very difficult to find out and master.

Unlike Arabic and Mandarin which can even be a primary or second language to some Malaysian people especially students, Japanese largely remains as a far off language to several of them.

There are many online resources available for learning the Japanese language, but a couple of have provided a correct guide to find out or strategy pattern when learning the Japanese language in Malaysia. it's vital to think about the challenges in acquiring of these metalinguistic features just like the language may have deeper pronounce depend upon different environment or situation.

1.2 Problem Statement

Nowadays the Malaysian people interest in learning new foreign languages which are very good for them to gain some new knowledge which they can use to interact with foreign people or in their work. The Japanese language is currently very foreign for the Malaysian people as they don't know which platform that good for them to learn the Japanese language in Malaysia. A foreign language such as the Japanese language only can be learned in private classes and at university. Even some of the e-learning platform has the method to teach Japanese language but there are so many of e-learning platform which lack of visual interaction for people to understand the content especially when the people is still in their early stage for learning basic Japanese language.

Therefore, most of the people who wish to learn the Japanese language start from basic does not know how to fully understand the basic of the Japanese language. They having difficulty understanding when to use the sentence in making some conversation with the others. Usually, they don't know which suitable word that they should use as they still in their beginner in learning the Japanese language.

1.3 Objective

The objectives of developing this project are:

- (a) To investigate the user experience of mobile digital comic in Japanese language learning.
- (b) To develop mobile digital comic based on digital comic instruction.
- (c) To evaluate the user experience of the digital comic instruction in Japanese language learning.

1.4 Project Scope

The scopes in developing this project are :

- (a) Drawing.
- (b) People (age 10 above).
- (c) Teaching Japanese Language.
- (d) Mobile platform.
- (e) Assessment tools include video clips and direct instruction.

1.4.1 Target Audience

This e-learning for mobile digital comic is targeting for public.

1.4.2 Content

There are several module will be used in this application. The features on part of the e-learning for mobile digital comic Japanese Language will be displayed such as

- a) Introduction of Japanese language.
- b) Background of Japanese language.
- c) Characteristic of Japanese alphabet such as Hiragana and Katakana.
- d) Daily speeches of Japanese language using digital comic.
- e) Number in Japanese language.
- f) Exercise in Japanese language.

- g) Introduction of self in Japanese language.
- h) Explain of the grammar in Japanese language.
- i) Explain of each places , things, and times in Japanese language.

1.5 Project Significant

The purpose of this project is to introduce foreign languages especially Japanese languages to the Malaysian people and make more opportunities for the people who want to learn basic Japanese language easily. In addition, this project will give great knowledge and experiences to the Malaysian people who study the Japanese language here. This will improve their understanding of learning the Japanese language and they can easily start to practice for communicate in the Japanese language. Thus, the new platform of e-learning for mobile digital comics can be improved.

1.6 Conclusion

From this project, the expectation is to investigate the use of mobile digital comic in Japanese language learning. The application is developed by using Adobe Captivate that specifically in making e-learning platform. The problem statements identify the situation from the current scenario and why it is necessary to develop this project. The objectives are clearly stated from the problem statement. The objectives should be realistic and attainable. Thus, research interests clarify the specific target user, framework and usability.

CHAPTER 2: LITERATURE REVIEW AND PROJECT METHODOLOGY

2.1 Introduction

This chapter are going to be discussing on identifying the related domain, existing systems and therefore the project methodology implemented for this project.

The methodology is an organized arrangement of strategies, cycles, practices, and systems used to be accomplished. It's highly recommended to overcome this situation and eliminate vulnerability because it's one of the most important success factors, as well as the management team's core expertise. It's simple to lead the team through the phases, processes, and activities of the project delivery.

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2.2 Facts and findings

Chapter 2 will be discussed about the essential idea of e-learning in terms of definition and some issues related to e-learning. Plus, this part will likewise examine the idea of the education industry and the system in advancing the education industry division. Some existed e-learning platform that gives collaboration highlight will examine and be included in the correlation cycle in this section.

2.3 Domain

The domain for this project is based on the e-learning of mobile digital comic in basic Japanese language. Through this application, users can learn the basic of Japanese language. Besides, users can also learn the basic alphabet of Japanese