

**[UTILIZATION OF INTERACTIVE BOOK IN JAPANESE LANGUAGE  
TEACHING AND LEARNING]**



**UNIVERSITI TEKNIKAL MALAYSIA MELAKA**

**[UTILIZATION OF INTERACTIVE BOOK IN JAPANESE LANGUAGE  
TEACHING AND LEARNING]**

**NURUSSHAHADAH BINTI TAMBY SULEIMAN**



This report is submitted in partial fulfilment 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

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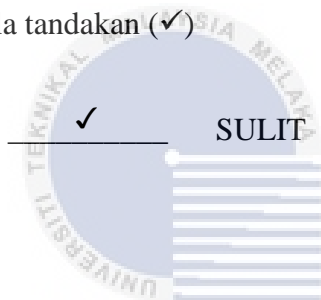
JUDUL: [UTILIZATION OF INTERACTIVE BOOK IN JAPANESE LANGUAGE TEACHING AND LEARNING]

SESI PENGAJIAN: [2020 / 2021]

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## DECLARATION

I hereby declare that this project report entitled  
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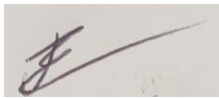
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SUPERVISOR :  Date : 1 September 2021

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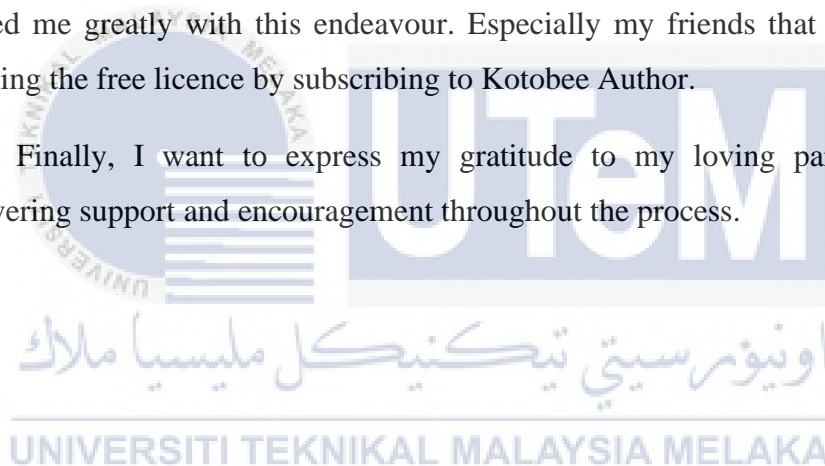
## DEDICATION

I'd like to express my heartfelt gratitude to my supervisor, Ts. Dr. Farah Nadia binti Azman, for her guidance and assistance throughout this final year project. This is my first attempt at creating an interactive book. Despite all our blunders and missteps, we were able to overcome all the challenges. Thank you, a million times, over.

After that, I would like to thank En.Nizam bin Yusof the lecturer of Japanese language in Universiti Teknikal Malaysia Melaka (UTeM) and also one of original book writer for Japanese book “Mari Belajar Bahasa Jepun” for consult and give opinion on my interactive book.

In addition, I'd want to express my gratitude to my classmates and friends who assisted me greatly with this endeavour. Especially my friends that assisted me in obtaining the free licence by subscribing to Kotobee Author.

Finally, I want to express my gratitude to my loving parents for their unwavering support and encouragement throughout the process.



## ACKNOWLEDGEMENTS

I would like to express my sincere thanks and appreciation to my supervisor, Ts. Dr Farah Nadia binti Azman who has given me this bright opportunity to engage in a project which is developing interactive book. She had given me a lot of advice and guidance when carrying out this project. A million thanks to her.

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 Utilization of Interactive Book in Japanese Language Teaching and Learning which is proposed by my supervisor, Ts. Dr Farah Nadia binti Azman. This project's main goal is to create an interactive book for learning a third language that will increase students' motivation to learn it. In addition to increasing student motivation, the interactive book's technologies will be examined. The Kotobee Author software was used to develop this interactive book. The reason for choosing this software is because of this software is a cross-platform interactive book which is free for most of the tools. The media and exercise will be added into the interactive book from time to time to increase the entertainment of the interactive book. The interactive book design will refer on the original book “Mari Belajar Bahasa Jepun” which is of the book published by Universiti Teknikal Malaysia Melaka (UTeM) and written by two lecturer En.Mohd Nizam Yusof and En.Anuar Mohamed Kassim who teach Japanese Language. This way, the students can more focus on the daily conversation in Japanese in campus. The user interface will be as clearly understand and will attract users at the same time. The interactive book implemented can let students to learn the daily conversation and learn basic Japanese Language. Students will be able to follow every chapter in the interactive book to learn some basic daily conversation, sentence form and Japanese grammar. Lastly, students will be able to listen the audio of basic conversation in Japanese speaking and do some exercises provided in last part of each chapter.

## ABSTRAK

Nama projek ini adalah Penggunaan Buku Interaktif dalam Pengajaran dan Pembelajaran Bahasa Jepun yang dicadangkan oleh penyelia saya, Ts. Dr Farah Nadia binti Azman. Matlamat utama projek ini adalah untuk membuat buku interaktif untuk mempelajari bahasa ketiga yang akan meningkatkan motivasi pelajar untuk mempelajarinya. Selain meningkatkan motivasi pelajar, teknologi buku interaktif akan dikaji. Perisian Kotobee Author digunakan untuk mengembangkan buku interaktif ini. Sebab memilih perisian ini adalah kerana perisian ini adalah buku interaktif lintas platform yang percuma untuk kebanyakan alat. Media dan latihan akan ditambahkan ke dalam buku interaktif dari semasa ke semasa untuk meningkatkan hiburan buku interaktif. Reka bentuk buku interaktif akan merujuk pada buku asal "Mari Belajar Bahasa Jepun" yang merupakan buku yang diterbitkan oleh Universiti Teknikal Malaysia Melaka (UTeM) dan ditulis oleh dua orang pensyarah En.Mohd Nizam Yusof dan En.Anuar Mohamed Kassim yang mengajar Bahasa Jepun . Dengan cara ini, para pelajar dapat lebih fokus pada perbualan harian dalam bahasa Jepun di kampus. Antara muka pengguna akan difahami dengan jelas dan akan menarik pengguna pada masa yang sama. Buku interaktif yang dilaksanakan dapat membiarkan pelajar mempelajari perbualan harian dan mempelajari asas Bahasa Jepun. Pelajar akan dapat mengikuti setiap bab dalam buku interaktif untuk mempelajari beberapa perbualan harian asas, bentuk ayat dan tatabahasa Jepun. Akhir sekali, pelajar akan dapat mendengar audio perbualan asas dalam bahasa Jepun dan melakukan beberapa latihan yang disediakan di bahagian terakhir setiap bab.



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## CHAPTER 1: INTRODUCTION

### 1.1 Introduction

In Universiti Teknikal Malaysia Melaka (UTeM), Bachelor students are required to take a third language subject before the graduation. There are several languages offered for third language subjects such as Japanese, Korean, German, Arab, and Mandarin. Students will learn this language subject through traditional class or Massive Open Online Course. The problem statement of this project is students have less understanding about the lecturer that has been delivered from the lecture at the end of semester. Some of the students do not know the alphabet of the language. They felt bored during the language class as well as lost the motivation to learn the language. They felt scared about making errors when talking in third language.

The objective of this project is wanting to identify the elements and requirements of Learning Japanese Interactive Book, to develop a Learning Japanese Interactive Book based on the identified elements, and to evaluate the effectiveness of using the interactive book. The expected outcome of this project is learning motivation of student to third language can be increased and student's understanding to third language can be improved.

This project is an interactive book project for a book published by UTeM Press, namely the book "Mari Belajar Bahasa Jepun". This book is used as a medium for learning Japanese in UTeM. This book will be rewritten in digital book form. The purpose of digitalizing this book it to make it more efficient and interesting.

## 1.2 Problem statement(s)

Utilization of interactive book in Japanese language teaching and learning is new platform in learning Japanese. In Universiti Teknikal Malaysia Melaka (UTeM), Bachelor students are required to take a third language subject before the graduation. There are several languages offered for third language subjects such as Japanese, Korean, German, Arab, and Mandarin. Students will learn this language subject through traditional class or Massive Open Online Course. The problem statement of this project is students have less understanding about the lecturer that has been delivered from the lecture at the end of semester. Some of the students do not know the alphabet of the language. They felt bored during the language class as well as lost the motivation to learn the language. They felt scared about making errors when talking in third language.

## 1.3 Objective

There are three objectives for this project:

1. To identify the elements and requirements of Learning Japanese Interactive Book.
2. To develop a Learning Japanese Interactive Book based on the identified elements.
3. To evaluate the effectiveness of using the interactive book in learning Japanese language.

## 1.4 Scope

An interactive book that includes collective and attractive graphical contents to attract the undergraduates which between 18 – 24 years old and let them understand the basic knowledge of third language with limited design resources.