THE DEVELOPMENT OF INTERACTIVE HISTORY REFERENCE BOOK FOR PT3 STUDENTS

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This report is submitted in partial fulfilment of the requirements for the Bachelor of Computer Science (Interactive Media)

FACULTY OF INFORMATION AND COMMUNICATION TECHNOLOGY
UNIVERSITI TEKNIKAL MALAYSIA MELAKA
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JUDUL: THE DEVELOPMENT OF INTERACTIVE HISTORY BOOK REFERENCE FOR PT3 STUDENTS

SESI PENGAJIAN: 2016

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I hereby declare that this project report entitled
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is written by me and is my own effort and that no part has been plagiarized without citations.

STUDENT : _____ Date : 22th August 2016
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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
Bachelor of Computer Science (Media Interactive) With Honours.

SUPERVISOR : _____ Date : 23th August 2016
(WAN SAZLI NASARUDDIN BIN SAIFUDIN)

DEDICATION

This thesis is dedicated to my beloved parents, who always give support until I finish this project and report. They also give some advice and help me when I'm need some motivation. Thank you so much.

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ABSTRACT

Interactive History Reference Book for PT3 students were created for student in form 1, form 2 and form 3. There are only twenty-six chapter that cover in this interactive book, which are form one cover eleven chapter, form two cover eight chapter and form three cover seven chapter. After research we found out that audio, graphic and animation are all essential in implemented in interactive book. With the help of Adobe Suite which consist of Premier Pro, Captivate, Photoshop, Illustrator and a lot more, the prototype of this project is finally produced. Besides, this interactive book allows us to increase our knowledge on history subject. Not only notes contain in this interactive book, there are also contain quizzes, word search games and mind map. With all this contain, student will love to study this subject.

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ABSTRAK

Buku Rujukan Interaktif Sejarah untuk pelajar PT3 dicipta untuk pelajar tingkatan 1, tingkatan 2 dan tingkatan 3.Terdapat dua puluh enam bab yang terkandung di dalam buku interaktif ini, di mana tingkatan satu mengandungi sebelas bab, tingkatan dua mengandungi lapan bab dan tingkatan tiga mengandungi tujuh bab. Selepas melakukan kajian ini, didapati bahawa audio, grafik dan animasi adalah sesuai diterapkan di dalam buku interaktif ini. Dengan bantuan perisian Adobe Suite yang mengandungi Premier Pro, Captivate, Photoshop, Illustrator dan banyak lagi, projek ini dapat dihasilkan. Selain itu, buku interaktif ini membolehkan kita untuk meningkatkan pengetahuan di dalam subjek sejarah. Bukan sahaja nota yang terkandung di dalam buku interaktif ini, terdapat juga kuiz, permainan teka silang kata dan peta minda. Denga nada semua ini, pelajar akan lebih menyukai untuk belajar subjek ini.

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CHAPTER 1

INTRODUCTION

Recently, in our world there are a lot of inventions that are created to enhance the quality of life. So this must be provide good services to human life because of that we propose future technology which might be feasible in next 3 to 5 years about online learning for PT3 students in History Subject. The online learning for PT3 student in history subject will be made on several aspects, including user interface design and features.

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The objective is to help and improvise the old technique of education to the future based education. From current education techniques we can conclude PT3 student thinks that subjects are boring and they doesn't attract to studies history subject. Furthermore, this online learning created due to PT3 student cannot focus and remember what they learn about history subject. Besides that, textbook contain a lot of text than graphic so the student cannot remember the history fact. The user also no need to borrow textbooks have long been used so this can reduce cost to buy new textbook and avoid wasted of paper. We only focus in the PT3 student and history subject because the result of history subject in PT3 not encouraging. The interactive book contains graphic and simple notes has main contain because the brain can memorize graphic longer than text. It also contains the interactive font, graphic, icon and images in this project. Next, this product also contain mind map that also student understand what graphic represented. It also contain quizzes that used to attract the student so the student doesn't not boring again.

1.1 Project Background

This project want to help the PT3 student problem due to History subject. Based on my observation, among the entire subjects offer by PT3, the subject History is always one of the most difficult subject to score due to its essence. After interviewing two students of PT3, currently, there's no better way for students to study this particular subject beside from taking additional tuition classes or repeatedly trying to memorize its content. Interactive Book for History Subject designed for PT3, is a new approach for Malaysia's students to learn and gain knowledge. It takes the advantages of current technologies and combined with multimedia elements, just to serves one key purpose helps students to learn.

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1.2 Problem Statements

The problem statement for this project is the subject History is always one of the most difficult subject to score due to its essence. This is because, the History subject more fact to remember. Besides that, the textbook contain a lot of text than graphic so the student cannot remember the history fact. So, I need to find out how to make the students like this subject and easy for them to remember. The History text book divide into three which are for form 1, form 2 and form 3. So, the student need to read three book for study it.

1.3 **Objective(s) of the Project**

a) To study and design interactive learning content for history subject

- Basically, student use their text book for study and each form contain three different books which are for form 1, form 2 and form 3. But the interactive book, it compile all the topics in form 1, form 2 and form 3 in one. Not only that, it is also contain the mind map for student to recap all the topic.

b) To develop learning content using digital and interactive learning object (LO), using adobe captivate.

- As we know, text book contain a long description that make the student feel boring to read it and need to find the key word in the long description. So, this interactive book only contain the key words and important point only. Not only that, it also contain the graphic, video and also audio that can attract student to study. In adobe captivate, there are many widget and this software suitable for create an eLearning

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c) To measure the effectiveness of proposed interactive learning based learning content.

- There also a quizzes for each subject in this interactive book. Student can try their knowledge by answer the quiz. Not only quizzes, there are also an assesment that compile for all the subject in form 1 until form 3.

1.4 Research Question

- How effective is delivering an interactive book on website platform?

  Nowadays a lot of people have their own tablet or smartphone, but to target a larger market like for the entire school, website is the most suitable platform as our interactive book. Computer is an asset that is more reliable to schools because has a wider screen and can be shared among two (2) person compared to tablets.

1.5 Project Scope

In this session, target audience and limitation of the project will be stated.

1.5.1 Target audience

In this project, the target audience is student that take PT3 examination in secondary school.

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1.6 Project Framework

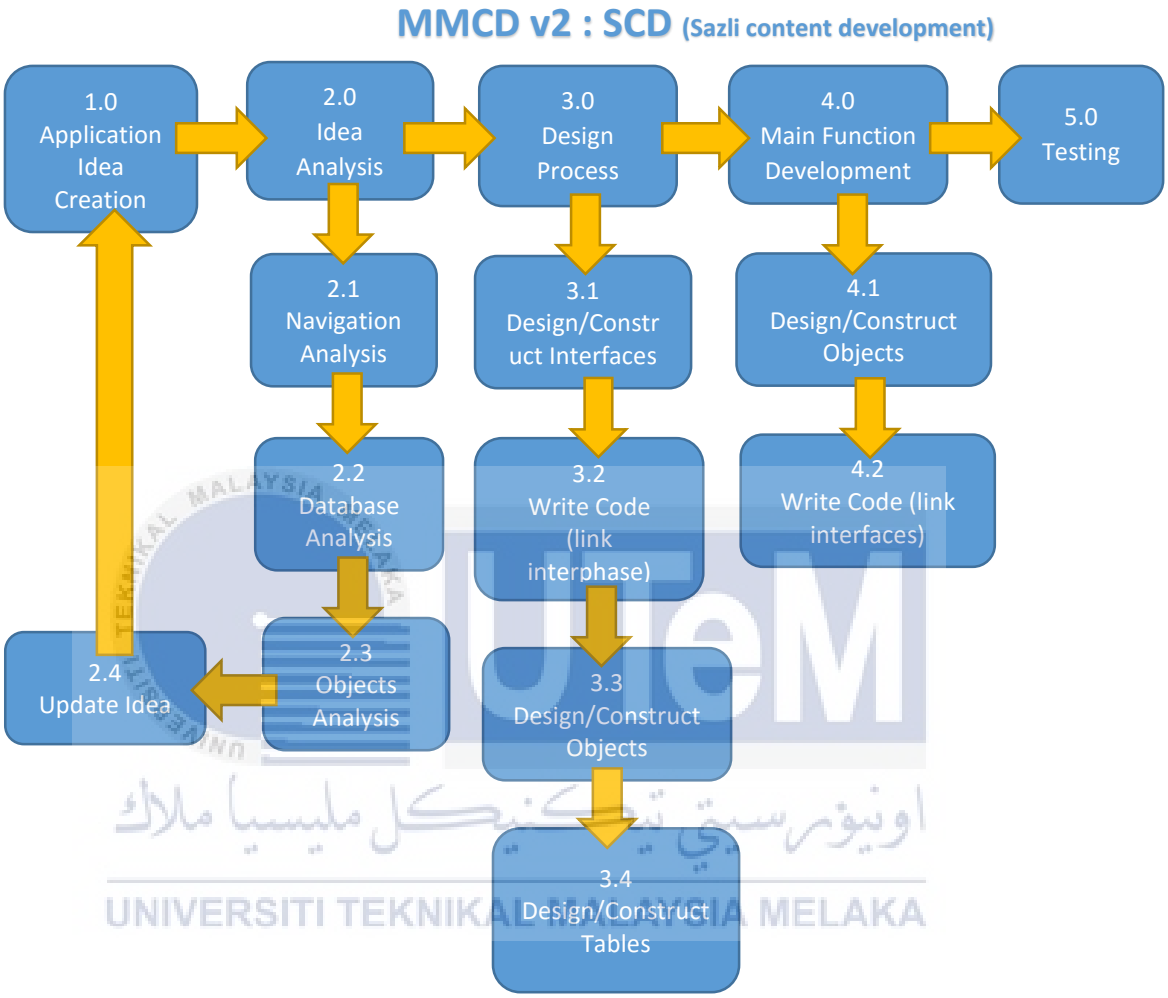

Figure 1.1: MMCD (Multimedia Mobile Content Development)

The development process of this project uses MMCD (Multimedia Mobile Content Development) that consist of five (5) main phases. Using this MMCD for a website development and interactive book makes the process easier after the final product is done. This is because Adobe Captivate has this feature of exporting interactive book directly to Android and IOS platforms. The process and detail will be discuss further in Chapter 3.

1.7 Project Significant

Interactive book are among the important elements that can improve the knowledge of student these days while keeping the environment paperless.

A lot of business chance will appear once this interactive book is launched. As for an example, student that have computer labs will display our interactive book for their students to study around during free periods as well as normal learning syllabus. Therefore, this project is to take part in effort to promote e-education to the student in school.

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Summary

It is believed that an interactive book for history subject is expected to be produced after this project is completed. The elements needed to consider while making this interactive book effectively will be studied through the research. The target user for this project will be student who will taking an examination of PT3 especially form 1, form 2 and form 3. This interactive book will be developed on website platform and stand alone. It is believe to be a helpful interactive book for student to study and play while improving their knowledge in an effective way.

CHAPTER II

LITERATURE REVIEW AND PROJECT METHODOLOGY

In this chapter, it will be discuss about literature review and project methodology for this project. The second source after the primer source is literature reviews that can find, read and observe more about the topics that you need. There are many references of the literature review that you can find such as magazines, internet, journal, newspaper, book, person and others. We can get many knowledge about the topic that you need with literature review since you need to find many sources about it.

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By doing this project, I need to find a teacher that teach History subject to help me doing this interactive book. I also do some comparison between interactive book and the textbook. The interactive book might contain all the multimedia element and it can attract the students to learn it while the textbook only contain text and image. The contain also too pack because the contain in essay. Student didn't like to read all the text.

2.1 Area of Study

2.1.1 What is interactive book?

Ever heard of interactive book? As education has become the road one must follow or take, people have started to seek for a better way for them to gain all the knowledge they needed. Interactive book are a book that can attract the reader to read it without feeling bored since it is attractive. There are simple text, graphics, and colors in interactive book. The reader will feel love to read it and feel the story.

Nowadays, the interactive book become modern and it can easily be read using in iPad, phone, and computer. Not only that, the combination between five element of multimedia which are text, graphic, audio, animation and video can attract a person to read it. In line with developments in learning theory, studies support distinctive differences in ways students retain information gathered and applied using multimedia versus traditional modes of instruction (R. Lehrer).

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Students will love to study more and can memorized much better. Okolo and Ferretti (1998) also said that, “Student composition representing ideas simultaneously through text and audio, video and sound increased the understanding of the student and more attractive to the complex information. In this interactive book also contain the quizzes and mind map. Nowadays, astro had a channel for student that can study while watching the television. This also used the element of multimedia but it is only for linear multimedia.

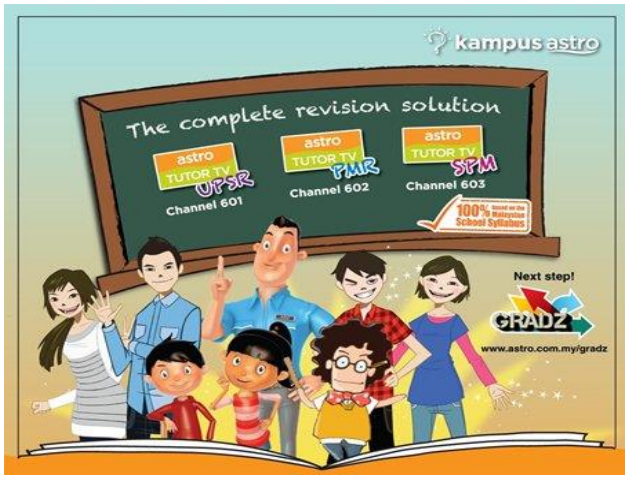

Figure 2.1: Astro Tutor for student

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2.1.2 Why use computer for interactive book?

Nowadays, technology become one of the important things. Computer also has many ways to use. Calculation and design are needed using computer and it is much easier to handle it since there are many software are created. Moreover, many people had exposed about the computer and many people know how to use the computer. Computer also make the work easier and save time. Besides that, more school in Malaysia have their own laboratory computer. So, it is not a problem to use the computer in learning.

More of student nowadays know how to use the computer since their have their own social media in the young age. Not only that, by using the computer, they can learn to use it from school. Computer also had been used in school since there is a projector and laptop that give to the teachers. In addition, computer helps the teacher to teach the students and it became a medium for distance learning.