MY TRIP PLANNER (MTP) USING MOBILE APPLICATION

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2017

MY TRIP PLANNER (MTP) USING MOBILE APPLICATION

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

UNIVERSITI TEKNIKAL MALAYSIA MELAKA

FACULTY OF INFORMATION AND COMMUNICATION TECHNOLOGY
UNIVERSITI TEKNIKAL MALAYSIA MELAKA
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SESI PENGAJIAN: 2017

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

SUPERVISOR: Wan Sazli Date: __16 AUGUST 2017__

(ENCIK WAN SAZLI NASARUDDIN BIN SAIFUDIN)

DEDICATION

To my beloved family for support me during my the study in UTeM

To my supervisor, Encik Wan Sazli Nasaruddin Bin Saifudin that has been guided me throughout the development of this project,

To my evaluator, Dr Norasiken that gives a good advice to improve the project,

Lastly, to all my friends that give the moral support and help me during the development of this project.

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Then, I would like to thank to my friends who always spend their time with me to complete the project from the beginning till the end.

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ABSTRACT

Nowadays, every people states that technology is one of the important thing in their life, especially in mobile technology. The growth in mobile apps has shown no signs of slowing, with as many as 15,000 new apps being released each week. A lot of uses that we can conclude when using mobile technology. One of the uses of mobile technology is in tourism area. For example, most travelers are using their smartphone's to help them gather information and also detail about the place they want to go. They can get the information from the internet via a web browser but this requires a constant wireless connection to the internet. The continuous connection is not possible and some locations have not an internet coverage. Mobile devices present many unique characteristics that make their use as electronic tourist guides particularly attractive. However, planning trip by your own self is not easy especially you are tourist from another country. A lot of research on the particular trip needed before start the travel. This is might waste time and maybe will be a trouble for those who never have experience in planning a trip. Malaysia is the one of favorite place for holiday especially in Malacca. Malacca have a lot of interesting place based on their historical, beach, food and others. My Trip Planner (MTP) is a mobile application that allow users plan their vacation on Malacca, Malaysia. User just need to key their data and the application will suggest a hotel if they want to stay more than one days, a places with map based on their categories choose and also the application will suggest about the other interesting places.

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ABSTRAK

Pada masa kini, setiap manusia menyatakan bahawa teknologi merupakan salah satu perkara asas yang penting dalam kehidupan seharian mereka terutamanya teknologi telefon pintar. Aplikasi mudah alih semakin berkembang setiap hari dimana hampir 15000 aplikasi dilancarkan setiap minggu. Banyak kegunaan yang boleh didapati dengan menggunakan telefon bimbit. Salah satu bidang yang menggunakan kemudahan ini ialah bidang perlancongan. Contohnya, kebanyakkan pelancong sering menggunakan telefon bimbit mereka untuk mendapatkan maklumat dan juga butiran lengkap tentang tempat yang ingin dituju. Mereka boleh mendapatkan pelbagai maklumat di Internet namun is memerlukan data untuk sambungkan Internet.Bahkan sesetengah kawasan tidak mempunyai liputan rangkaian. Telefon bimbit memaparkan pelbagai kriteria yang unik yang membuatkan panduan melancong menjadi lebih menarik. Malangnya, merancang perjalanan tidak mudah terutama sekali bagi pelancong asing. Banyak kajian diperlukan sebelum memulakan perjalanan. Ini mungkin membazir masa dan mungkin agak menyusahkan bagi sesiapa yang tiada pengalaman melancong. Malaysia merupakan salah satu destinasi tumpuan untuk percutian terutamanya negeri Melaka. Melaka mempunyai banyak tempat-tempat yang menarik berdasarkan sejarah, pantai, makanan dan lain lain. “My Trip Planner” (MTP) merupakan aplikasi telefon yang membenarkan pengguna merancang perjalanan Di Melaka. Pengguna hanya perlu memasukkan data sebagai rujukan dan aplikasi tersebut akan memaparkan hotel, makanan, tempat-tempang menarik serta acara-acara yang dijalankan di Melaka.

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CHAPTER 1

INTRODUCTION

1.1 Introduction

Nowadays, every people states that technology is one of the important thing in their life, especially in mobile technology. The growth in mobile apps has shown no signs of slowing, with as many as 15,000 new apps being released each week (Frierman, 2011). We can see around us, mostly people are busy with their smartphone. They prefer taking photo, playing games even use online chatting even there are a people in front of them. Mobile technology are really changed most of people life. Smartphone be the favorite one because it fulfill all the requirement needed. Smartphone have a lot of function that attract people to buy it. Even now, people prefer used online shopping than got to the shopping mall.

A lot of uses that we can conclude when using mobile technology. One of the uses of mobile technology is in tourism area. For example, most travelers are using their smartphone's to help them gather information and also detail about the place they want to go. They can get the information from the internet via a web browser but this requires a constant wireless connection to the internet. The continuous connection is not possible and some locations have not an internet coverage.

Mobile devices present many unique characteristics that make their use as electronic tourist guides particularly attractive. However, planning trip by your own self is not easy especially you are tourist from another country. A lot of research on the particular trip needed before start the travel. This is might waste time and maybe will be a trouble for those who never have experience in planning a trip.

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Malaysia is the one of favorite place for holiday especially in Malacca. Malacca have a lot of interesting place based on their historical, beach, food and others. My Trip Planner (MTP) is a mobile application that allow users plan their vacation on Malacca, Malaysia. User just need to key in the visiting date, how long they want to stay Malacca and choose the categories they want to specify like shopping mall, beach, food, historical places and others. The application will suggest a hotel if they want to stay more than one days, a places with map based on their categories choose and also the application will suggest about the other interesting places.

The aim of this project is to assist tourist plan their trip in Malacca and to help them find the suitable places based on their favorite. There are a few mobile application about tourism but it is not specific place and also it is not have categories based on user preference. MMCD has been selected as the software reference on this project. With MTP, user experience can be improved as the system will suggest the attraction places to visit once user select the travel area and enter the number of visiting days. This application will help user to save time in researching for attraction places in a Malacca.

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1.2 Problem Statement

People loves travel. Most of people will spend their money, time to go somewhere that might attract them. However, it is not easy to go a new place without any preparation. A complete information is really important who want to enjoy their holiday with happiness and without stress. Furthermore, information that had obtained from internet or friend may not be really clear for plan a trip. Not all the information from internet are 100 percent true. This is very big issue for those who want visit Malacca especially tourist from another country that had never visit Malacca before and might easily miss out many great places. They will feel upset when know there are more interesting placed that they are missed to visit. Tourist also might be waste their time by finding the place to eat and stay. In addition, there are still not many application that ease user to plan their trip according categories in Malacca.

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1.3 Objective

1) To study the user preferences for vacation planner.

2) To design a mobile application that assist user in planning their vacation based on preferences.

3) To develop a mobile application that assist user in planning their vacation based on preferences.

4) To measure the usability of the application.

1.4 Scope

This section defines the scope that includes in this project followed by the reasons for the involvement of the scope.

1.4.1 Target User

This project will be exposed to tourist in all ages, raced and nationality. This is because all people love to travel especially the placed that they never visit before and be the famous placed to visit. Like Malacca, Malacca is well known as the historical place in Malaysia. There is a lot of history, ethnics and also culture that can be shown when visited to Malacca. Most of tourist are lack information about all the places in Malacca. Malacca full of historical building, beautiful beach and also the other interesting places. Existing application mostly not specification and tell the detail about the places. It also give a simple information that will make tourist will miss some exciting places to visit.

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1.4.2 System

Mobile devices will be used in this project. Android 4.1 (Jellybean) is the platform that will be used for the development process. The smart phone will be used and test to observe the actual size and also the actual display will be appear in the phone. This project will need mobile internet coverage to update the latest info and also latest place to visit. It also can be used in offline mode for easier to user search without need to find internet coverage. This project also will appear the latest event in the application which is updated by from the admin. The web system will be created for admin to update the latest information using html and also Css.

1.5 Project Significant

This application will help the tourist for survive their life in another country that they have visited. It also will help them manage their time and also their cost along their journey. The map will help the tourist know the right destination that they want to go. So, the management and also information will be gained by using this application. As the result, tourist will be easier when used this application.

1.6 Expected Output

The output of this project is will produce a tool, which is MTP mobile application that's act as portable plan advisor to tourist for spending their time in Malacca. MTP also act as guideline provider, which is will show the suitable place based on categories that tourist choose. By using MTP, it will suggest a hotel if tourist want to stay in Malacca more than one day. It also will suggest attraction places near their hotel. With the function of MTP, it believed that user will be able plan their vacation on Malacca successfully.

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1.7 Conclusion

The aim of this project is to assist tourist plan their trip in Malacca and to help them find the suitable places based on their favorite. There are a few mobile application about tourism but it is not specific place and also it is not have categories based on user preference. MMCD has been selected as the software reference on this project. With MTP, user experience can be improved as the system will suggest the attraction places to visit once user select the travel area and enter the number of visiting days. This application will help user to save time in researching for attraction places in a Malacca.

CHAPTER 2

LITERATURE REVIEW AND PROJECT METHODOLOGY

2.1 Introduction

This chapter will cover about the writing survey and also technique that has been used in this application. All data was collected from on the websites, mobile application and also printed sources. Main topic of this chapter is discussion about all the data of idea. All the data will be combined to achieve the requirement from user needed and also make some improvement to make the project more function.

All the previous data will be collected and identify which weakness of the application and also what are strengthens that make user love the application. This application will be burned, advantages, all the criteria will be reveal in this section survey. All the previous research will be covered to set a suitable platform based on the current research. New research will be more function when it take a deep serious about the previous research.

This chapter also discuss and focused on mobile application area to find out the benefit and also effectiveness when using mobile application to solve the problem that user faced. It is important to show and make sure all people realized about the useful of mobile application for nowadays. From the facts and also the finding will show the solution of the problem that user faced.

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Last topic that will discuss in this chapter is methodology of this project. Mobile Content Development Framework (MCDF) will be choose when developing this mobile application and need to be follow exactly for avoid the mistake in phase of developing the project. Each phase had play the important role to make sure the application will work smoothly without need to restart all the phase again.

2.2 Domain

The tourism media currently have been old fashioned and bored. They just use mass media which is television or radio to promote the interesting places without giving the clearly information. They just think about people love to watching television but not love to travel. For example, television show the beautiful beach in Malaysia and it just give the name of the beach and places not the direction how viewer want to visit the places. They have a wrong method which is attract people with beautiful scenery, asking to visit without any information and details.

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Along this studies, they are never try to approach user to make sure the method of they use is still work or not among the new technology area right now. Even nowadays so many application had been develop using mobile that ease user to use and bring to anywhere. Mobile application that been chosen because it been one of the famous thing that human needed nowadays.

Sometimes user need to search the information one by one such as google map, to search all the location. Booking.com to booking the hotel, website to find the interesting places at the place. It just wasting time to search the information one by one. Base on that, this mobile application will help user manage and also plan their vacation nicely with map, hotel, and all the interesting places in the specific location.

2.3 Existing System

2.3.1 Vacation Planner

Easy Travel Planner

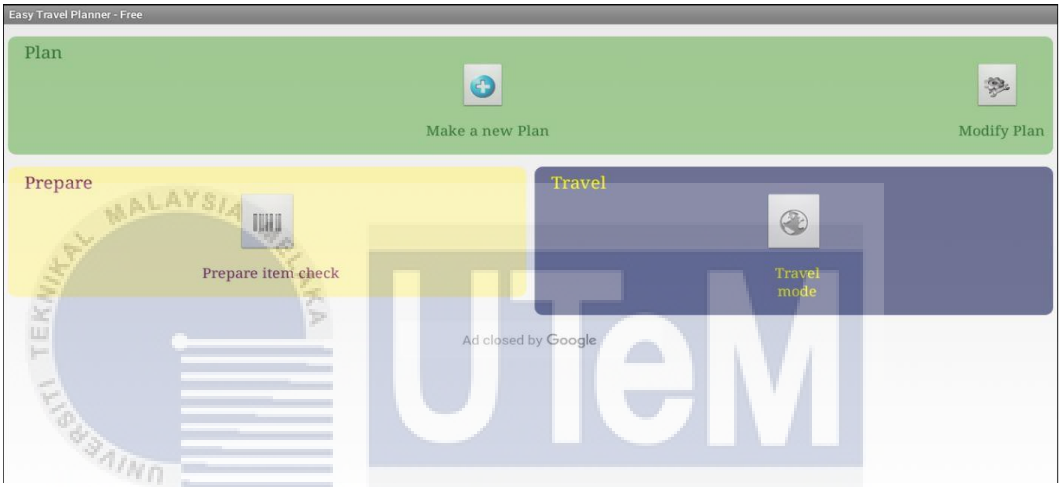

Figure 2.0 Easy Travel Planner

Easy Travel Planner is a mobile application which is made for traveler to plan their travelling efficiency. This application are quite easy to use and quite simple for a traveler. This application can make and modify trip plan, prepare item check and also have a travel mode. User can list all the item that they need to bring to make sure they are bring all the stuff. User also can use a travel mode to find a location on the map.

Advantages: Easy to user understand about this application.
Disadvantages: The application do not have a proper planner.

Trip It

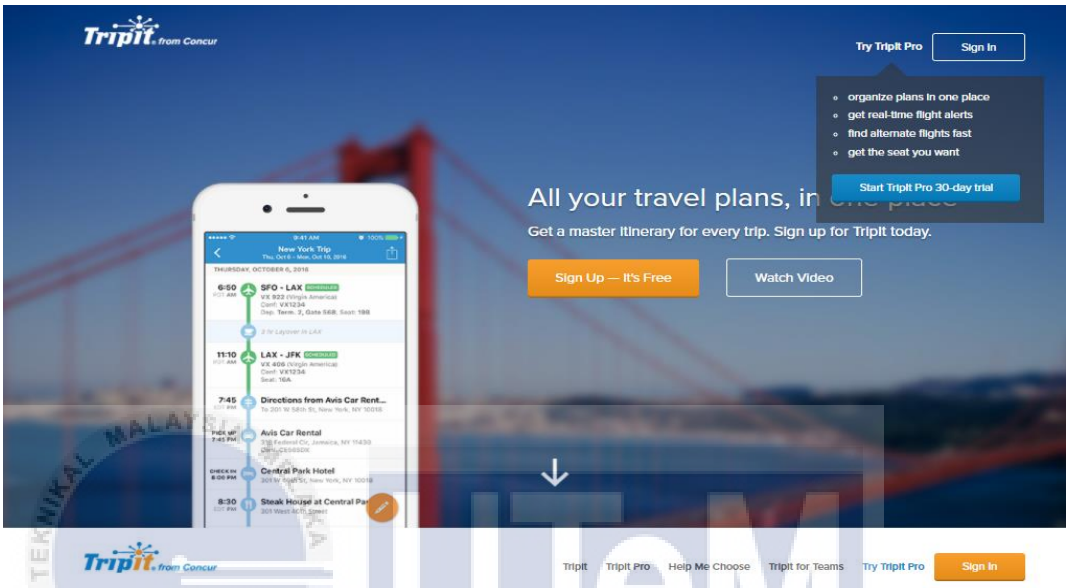

Figure 2.1 Trip It

Trip it is a mobile application that assist user to do a travel plan start on booking airplane if they need it. It is quite famous application because it has a beautiful design to attract user feel more interest to use this application. User can get a detail about trip with the location.

Advantage: Mostly fulfill the user requirement in planning their vacation

Disadvantages: Need to pay if want get a full version of this application.

2.3.2 Hotel

Hotel.com

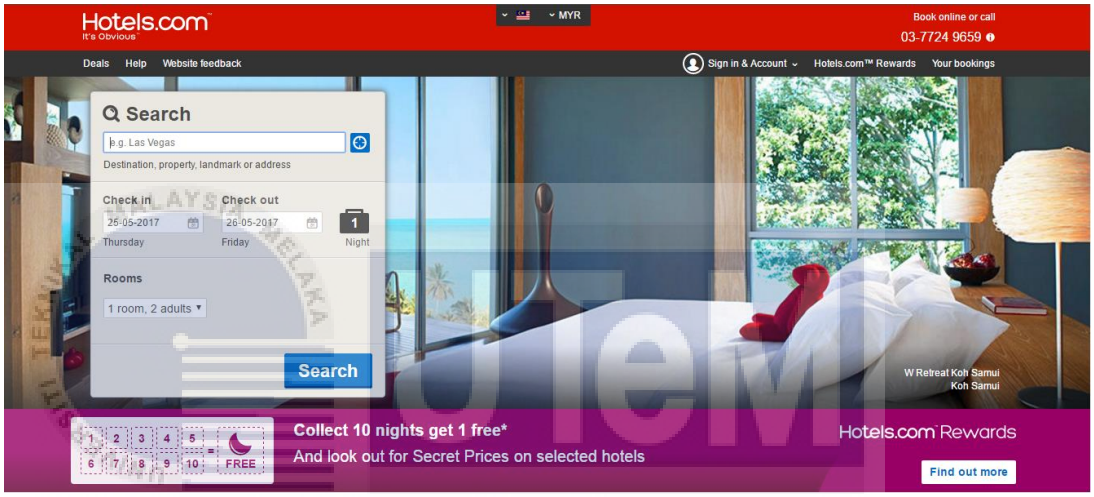

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Figure 2.2 Hotel.com

Hotel.com is a web development which is offer user to search and booking a hotel for their trip. It also have a strategies to attract user used their application. For example, they are offer discount price if user book hotel in their application more than 10 days. User need to sign in to make a booking. The application is quite useful because most of the hotel are include in their app with map to navigate location to user.

Booking.com

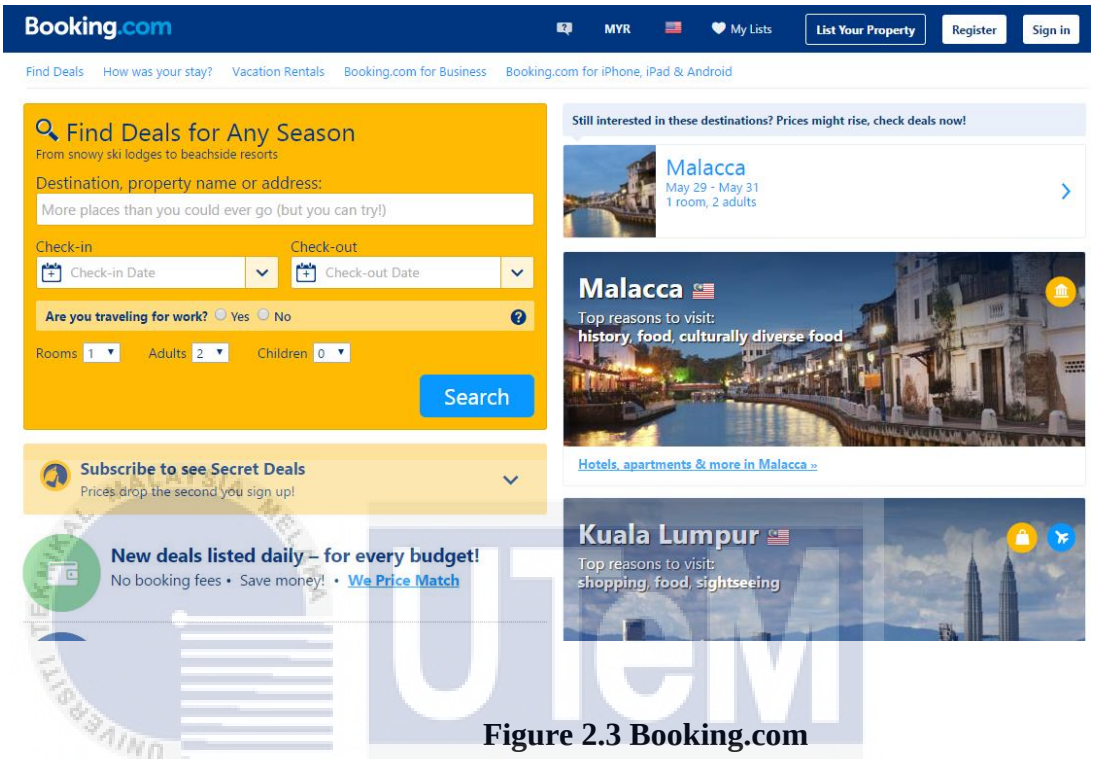

Figure 2.3 Booking.com

Booking.com also one of web application that offer user to booking hotel in their website before reached in their destination. It also suggest hotel with the price range and also have a user review to let know if the hotel good or not. It also have a preferences that user can choose when they decide to pick the hotel in a place. This website will offer a places to visit and also there are no booking fee needed if user want to make a booking.

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2.3.3 Google Map

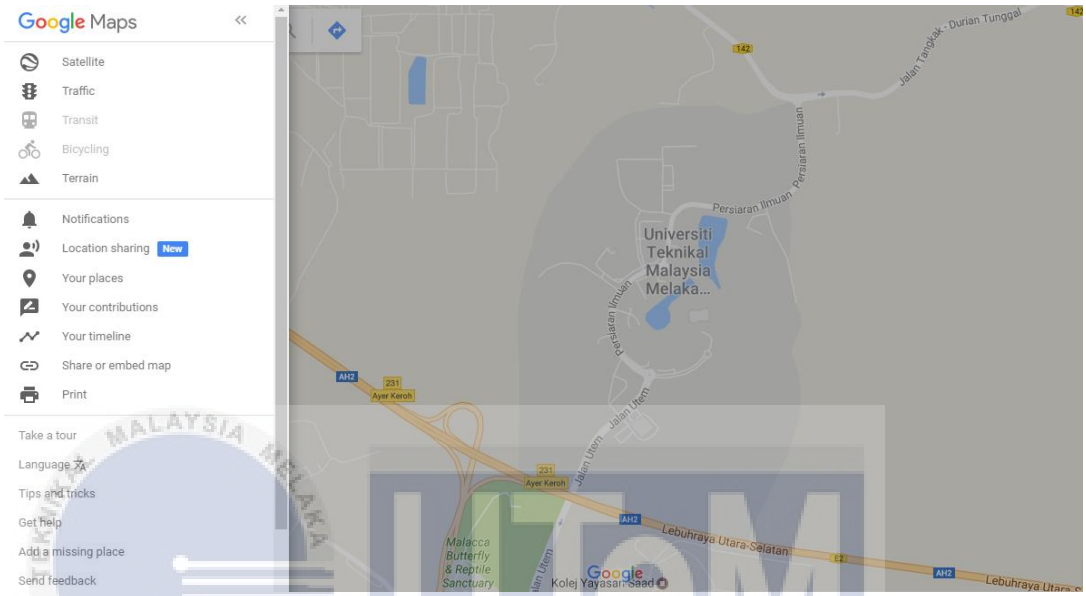

Figure 2.4 Google Map

Google map is the most useful application that user love to use. It will show the direction in all location that we needed. It also have an auto detect location to measure the distance of the places.

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2.3.4 Compare the existing system

Existing Application	Map	Hotel	Food Area	Shopping Mall area	Event	Interesting Places	Mobile / Web
Easy Trip Planner	✓	x	x	x	x	x	**Mobile**
Trip It	✓	✓	✓	✓	x	✓	**Both**
Booking.com	✓	✓	x	x	x	x	**Both**
Hotel.com	✓	✓	x	x	x	x	**Both**
Google Map	✓	✓	✓	✓	x	x	**Both**

Table 2.1

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Based on table 2.1, it show that all the application do not have an event that will be held on specific location. Easy Trip planning mostly do not have a lot of choices like hotel, food area, shopping mall, event and also interesting places. Trip it have most of the choices but it do not have event page. Booking.com and Hotel.com also do not suggest the food area, shopping mall and also interesting place to user visit when they are reached on the location. Google Map also do not have interesting place on the map. It need to search a location that will make user miss one of two interesting places.

2.4 Project Methodology

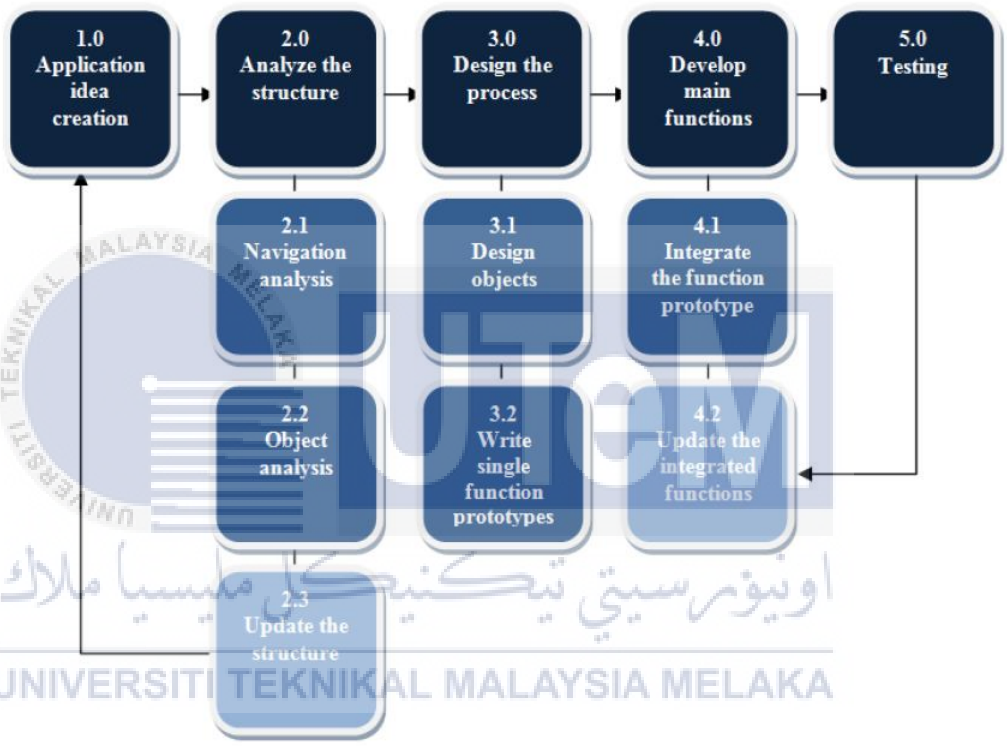

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Figure 2.5 Mobile Content Development Framework (MCDF)

Step in Develop

1.0 Think an idea and identify what problem that user faced and what the application can help user to solve the problem.

2.0 Find source, software, hardware, database to use in order make the application can successfully build.

2.1 Estimate how many pages and also the depth of the application

2.2 Decide how many object to estimate storage space used by application.

2.3 Reflect back the original idea and update the changes

3.0 Do the interface of the project. Put all the specific or hidden thing to make sure there are no mistake or unused button in application

3.1 Created all the object that want to include in application.

3.2 There will have a button to link all the pages to see flow of application.

4.0 Develop all the part like coding, database and fixed all the error.

4.1 All the detail had be included

4.2 The previous function are update to finish the development

5.0 Test to make sure the project are successful and fulfill the requirement.

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Advantages MCDF

1) Help developer develop a good mobile application.
2) The application will minimalize the mistake based on the structure analysis.
3) Reduce time taken developing the application

2.5 Project Requirements

2.5.1 Software requirements

Software requirement is a computer program that needed to complete the development and the documentation for this project.

a) Development Tools

* Intel XDK

This software use to develop all the project from the beginning. This application mostly use html, php and JavaScript. But all of the code, JavaScript is mostly used because it is quite simple and mostly used than other language.

* Adobe Illustrator

This software use to design logo, character in order to make the application more attractive

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* Adobe Photoshop

This software used to edit images that included in this project.

* smartgreen.my/cpanel

This server as a database to save the data and call a data.

* Google map –

Google map is needed to embed the map to the mobile application.

* Geolocation

Geolocation is needed because it can give all the information required based on map.

b) Documentation Tools

* Microsoft Office Word 2013 – to complete the proposal and also final report of this project.
* Notepad++ – to view and edit coding of this project.
* Microsoft Office PowerPoint 2013 – to prepare the presentation slide.

2.5.2 Hardware requirements

Hardware requirement is a tools that needed to build the project and also to test the project

a) Laptop ASUS X551CA – to install all of the software needed to develop this project

b) Android phone – to install application for testing in this project.

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2.6 Conclusion

This chapter had explain about all of the review of existing application. There are also several literature review and source from printed materials or internet that related to this project. Next chapter will describe about the analysis phase and how to develop it.

CHAPTER 3

ANALYSIS

3.1 Current Scenario Analysis

The Analysis Phase is also the part of the project where you identify the overall direction that the project will take through the creation of the project strategy documents.

Gathering requirements is the main attraction of the Analysis Phase. The process of gathering requirements is usually more than simply asking the users what they need and writing their answers down. Depending on the complexity of the application, the process for gathering requirements has a clearly defined process of its own. This process consists of a group of repeatable processes that utilize certain techniques to capture, document, communicate, and manage requirements.

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The analysis contains of two parts which are current scenario and requirement analysis. First, current scenario is the flow of the existing system that will help to gather the information and identify its problem. Second, requirement analysis will include in the current system.

3.2 Requirement Analysis

3.2.1 Project Analysis

Project analysis will help to determine the problem that encountered in each existing system that has been discuss in previous chapter.

The problem of existing system

Application	Problem
Easy Trip Planner	Too simple and do not meet user requirement
Trip It	Need to pay for advance application

Table 3.0 Problem of existing system

3.2.1.1 Need Analysis

Mobile phone is really important to people nowadays. Many application have been develop especially in tourism area. But most of the application do not meet the user requirement and user need to search in various sites to get many information about the place that they want to visit.

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3.2.1.2 User Analysis

This project use mobile android to use the application which is easy to user use the application.

3.2.1.3 Technical Analysis

Technical analysis will describe the reason of development tool are used and what the implications when developing augmented reality using mobile application for this project. This section also aims to establish technical capabilities, and need to consider the duration and cost to complete this project.

Platform that has been used to develop this project is android platform because it is an open source which has a good development and debugging environment.

3.2.1.4 Location analysis

Location analysis is quite important to the user in helping them to find the location of the places that they want to visit and also how to reach all the destination that user needed.

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3.2.1.5 Resource Analysis

The resource analysis for this Mobile application is google map which is the main part on this project.

3.3 Project Schedule and Milestones

This topic will discuss about the task allocation to develop MTP; mobile application, the planning for the task started and until it completed. Gantt chart has be drawn to display the process of completing this project.

Week	Activity
1 13 Feb – 19 Feb **Meeting 1**	Proposal PSM: Discussion & Submission using PSM Online System Proposal assessment & verification
2 20 Feb -26 Feb	Proposal Correction/Improvement (Chapter 1)
3 27 Feb – 5 Mac **Meeting 2**	Chapter 1 (System Development Begins)
4 6 Mac – 12 Mac	Chapter 1 Chapter 2
5 13 Mac – 19 Mac	Chapter 2
6 20 Mac – 26 Mac **Meeting 3**	Chapter 2 Chapter 3
7 27 Mac – 2 April	Chapter 3 Chapter 4
8 3 April – 9 April	**MID SEMESTER BREAK**
9 10 April – 16 April	Chapter 4 Project Demo

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10 17 April – 23 April **Meeting 4**	Chapter 4 Project Demo
11 24 April – 30 April **Demonstration**	Project Demo
12 1 May – 7 May	Project Demo and PSM1 Report
13 8 May -14 May **Meeting 5**	Project Demo and PSM1 Report Presentation schedule
14 15 May – 21 May	Project Demo and PSM1 Report
15 22 May – 28 May **Final Presentation**	**FINAL PRESENTATION & PROJECT DEMO**

Table 3.1 Gantt chart

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TASK	WEEK															
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
PLANNING																
Resubmit Proposal																
Submit Proposal																
Proposal presentation																
ANALYSIS																
Analyze the content																
Navigation Analysis																
Object Analysis																
Update the Structure																
Record the data for documentation																
DESIGN																
Design project interface																
Improve project design																
Write Single Function of Prototype																
Record the data for documentation																
TESTING																
Test interface design																
Implement project process																
Record the data for documentation																
MAINTAINANCE																
Test final project																
Record the data for documentation																
DOCUMENTATION																
REPORT																
Submission PSM1 Report																

Table 3.2 Project Schedule

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3.4 Conclusion

In conclusion, this chapter discuss about the existing system and its problem. From the comparison of the existing system, the requirement is been collected and used to develop the trip planner using mobile application. The requirement analysis discusses the requirement that is needed to develop the new system

Chapter 4

Design

4.1 Introduction

This chapter will discuss about the result of examination from research in last chapter. It will focused on design of this project. The design will be defined are system architecture, preliminary design and user interface design. This process is on my methodology phase which is in step 3.0, designing process based on all the gathered result from previous analysis phase. My Trip Planner are develop for all people who love to travel with variety of ages, races and nationality. It will help user have a detail planning on trip without miss any of interesting places on the vacation places. All the design will meet the user requirement to attract user used the application. Not only that, all the content will follow based on flowchart that describe in detail the process of the application.

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4.2 System Architecture

System architecture is a conceptual model that defines the structure, behavior, and more views of a system. It can defines the structure of the overall process of mobile application and its development tools. The main platform of this mobile application is Intel XDK and will be combined with web server to keep all the data. Web server that had been used is smartgreen.my/cpanel that help a lot to keep the data in database by using JavaScript and also PHP to call function and data. This project will be built on android platform which is using emulator from Intel Xdk to demo and show the output to the user. It possible if we want to use mobile as a viewer page.

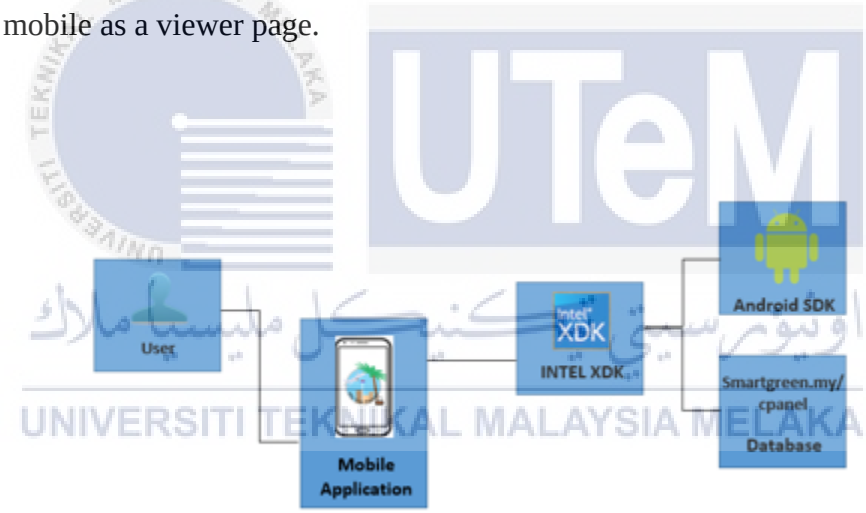

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Figure 4.1 System Architecture

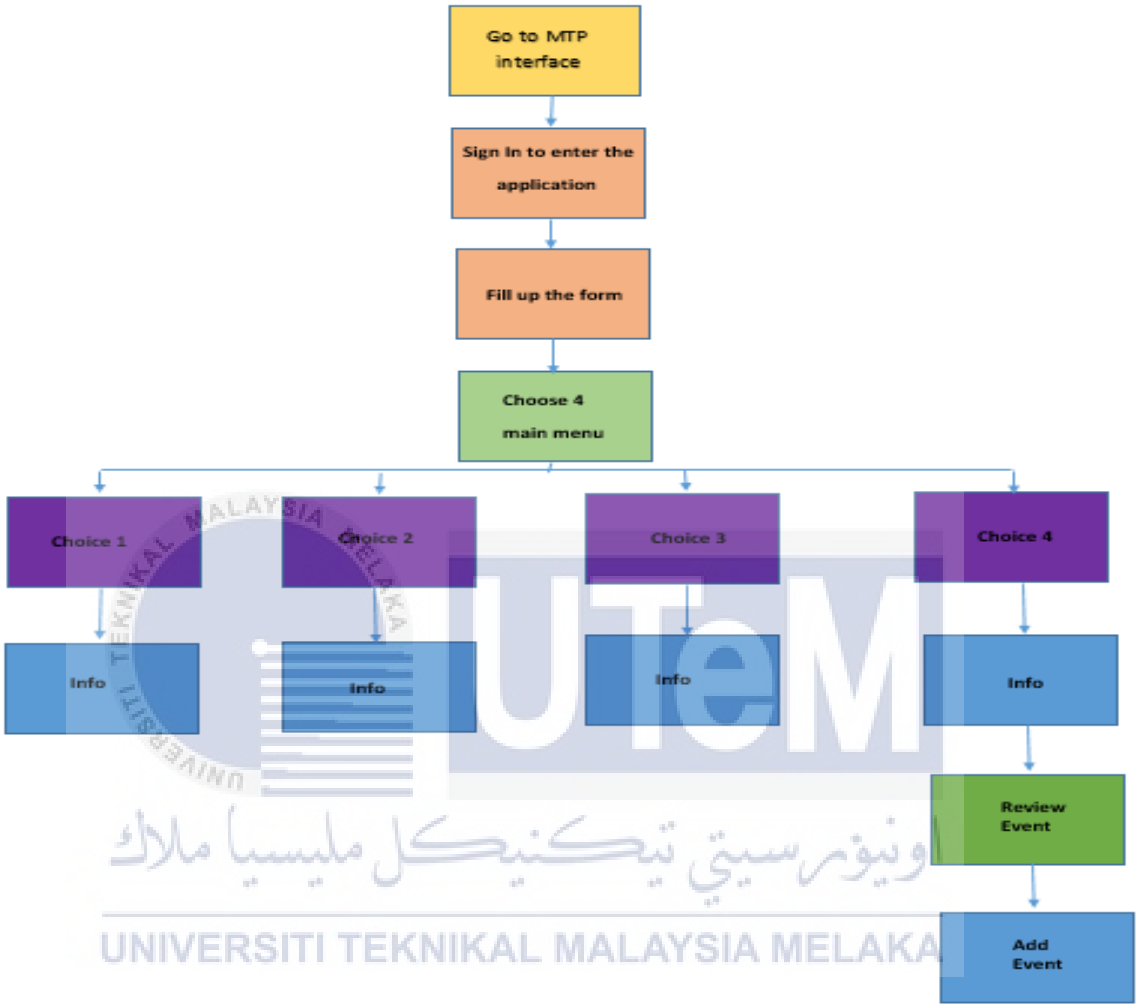

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Figure 4.2 Application diagram of My Trip Planner

4.2.1 Flowchart

Flowchart is one of the main function has been focused on before doing the designing because it will help and easier the developer understand how to develop application with systematically. The flowchart below show the process from beginning process of the application and the content that will be show on the application. Each process will be a reference to the developer managing and completing the flow without mistake and help developer easy to dealing on how the process will done. Flowchart also help developer learn how to study each process to make a better improvement for bugging or error in application. My Trip Planner (MTP) will be display sign in page in first page for make sure the user is register before entering the system to avoid any issue of plagiarism or just play the app for fun. There are also four choices that user can pick to help them choose the right place and interesting place for them to visit and save the sweetness memories in Malacca.

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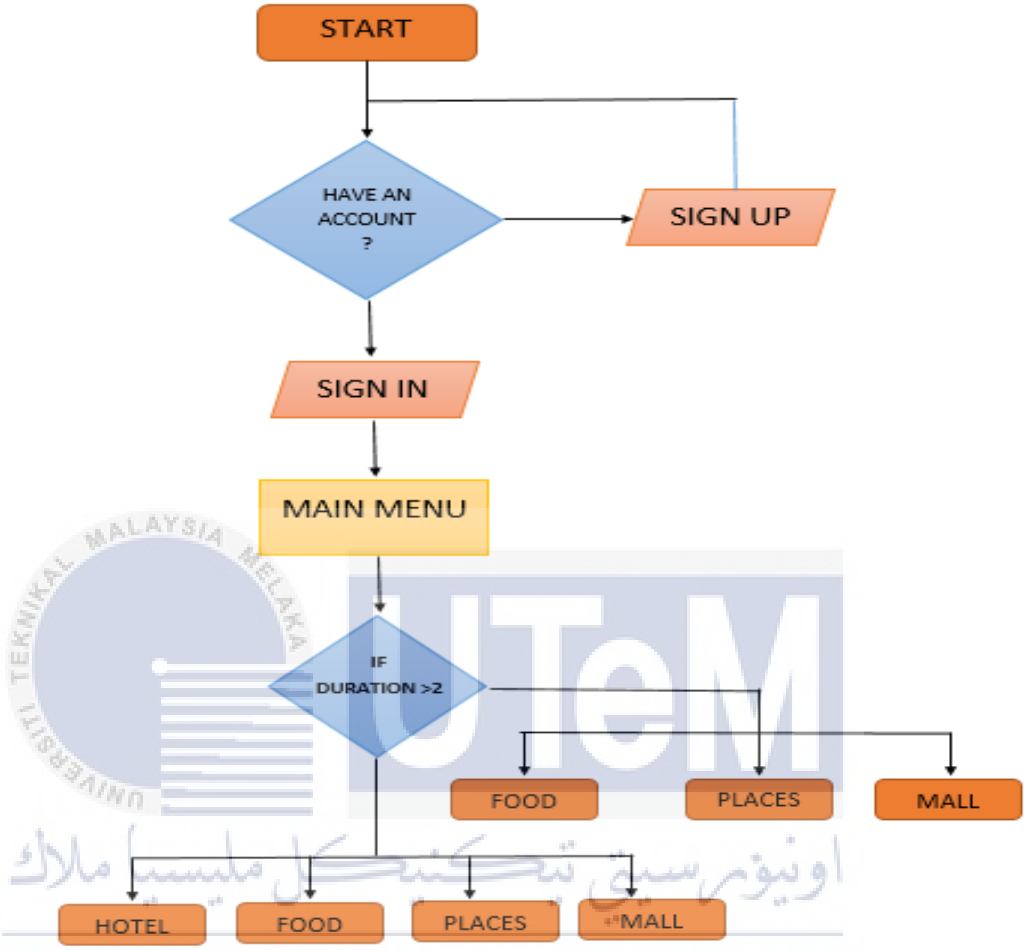

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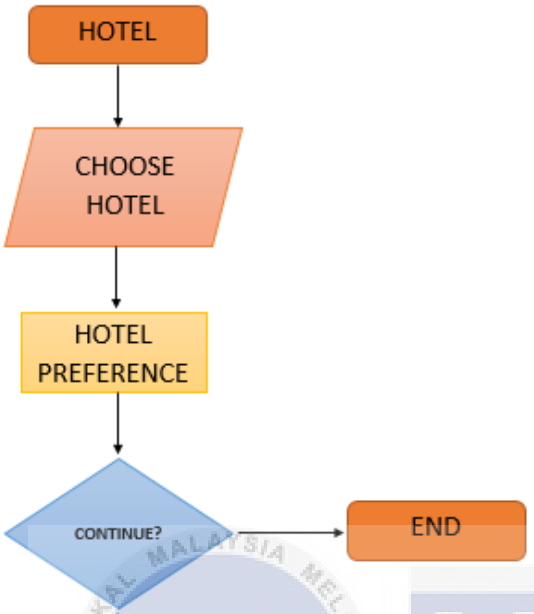
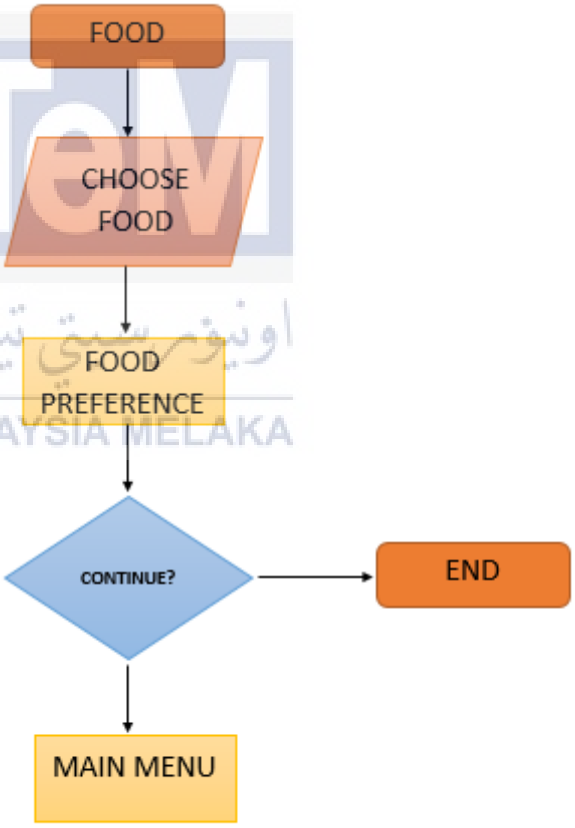
Figure 4.2.1 Main Flowchart



4.2.2 Hotel Flowchart



4.2.3 Food Flowchart

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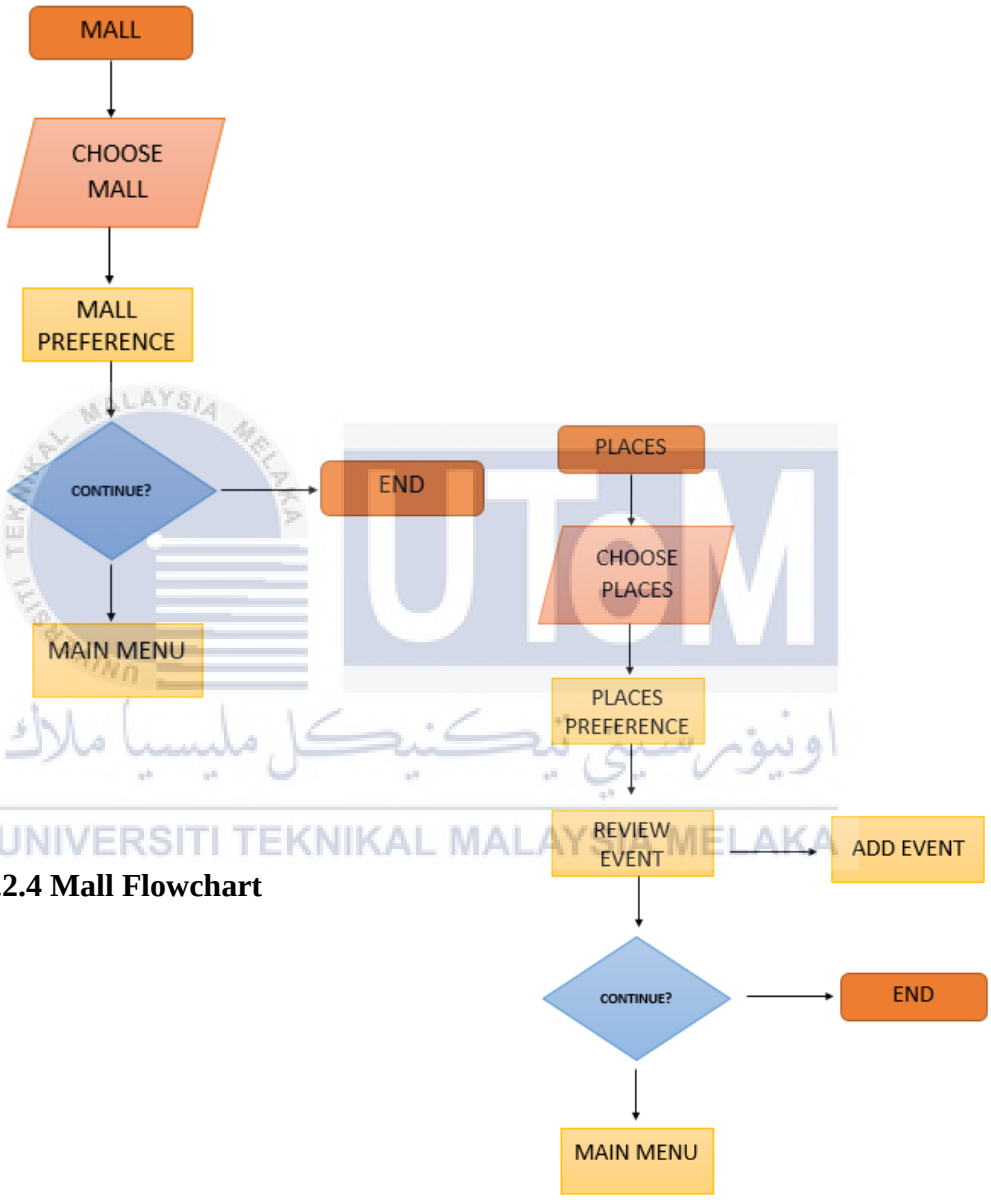

4.2.4 Mall Flowchart

4.2.5 Place Flowchart

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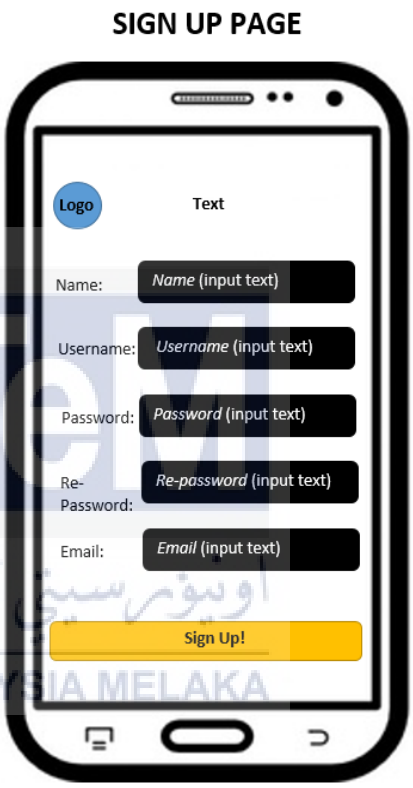
4.2.2 Storyboard



4.3.1 Homepage Interface

4.3.2 Sign Up Interface

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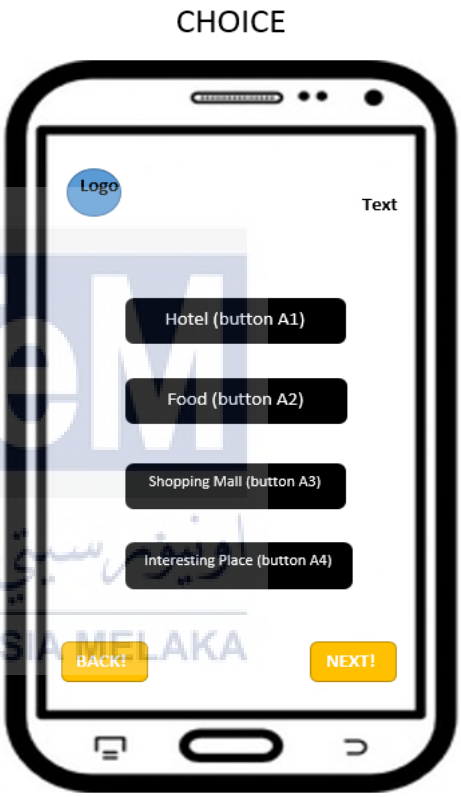
4.3.3 MainPage Interface



4.3.4 Choice Interface

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4.3.5 Hotel Interface

4.3.6 Food Interface

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A3

A4

4.3.7 Mall Interface

4.3.8 Interesting Place Interface

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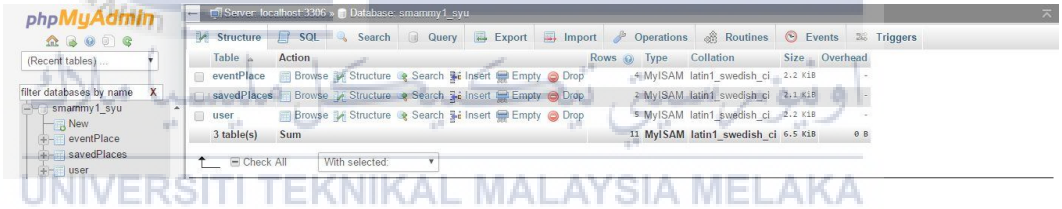
4.2.3 Database design



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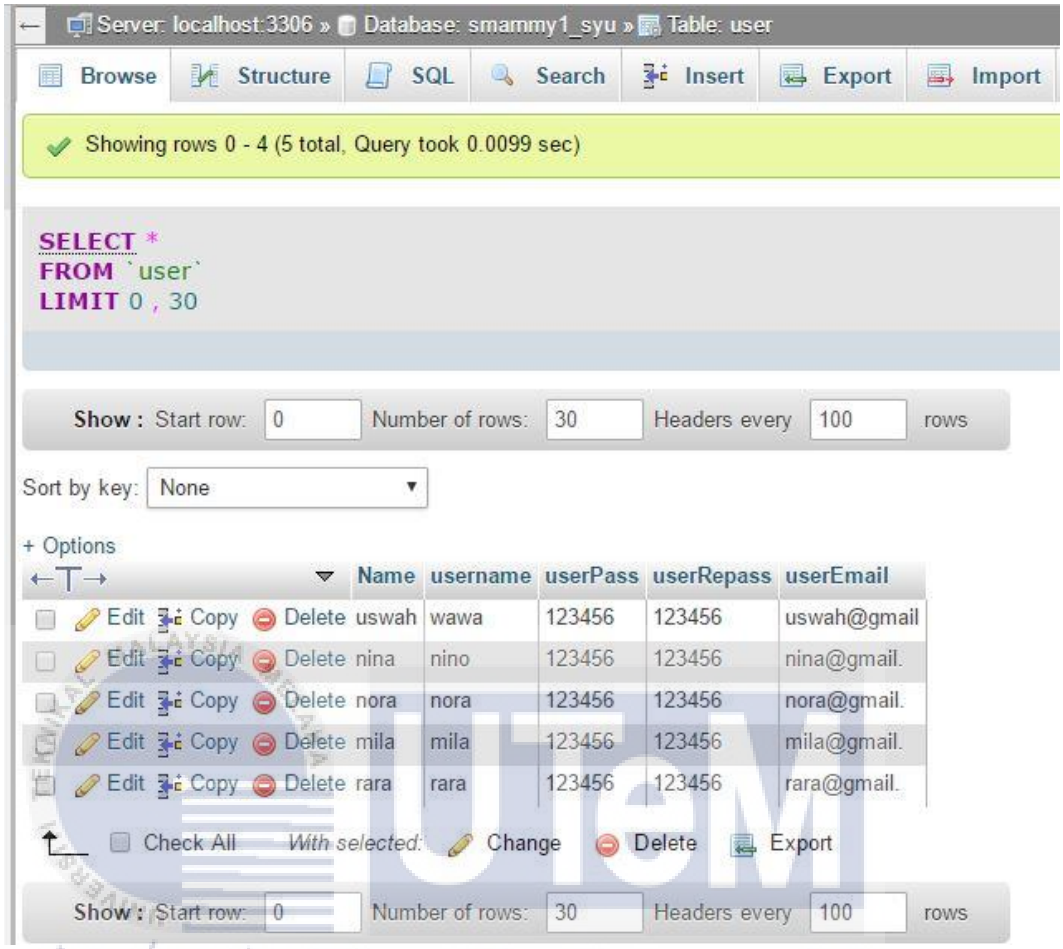

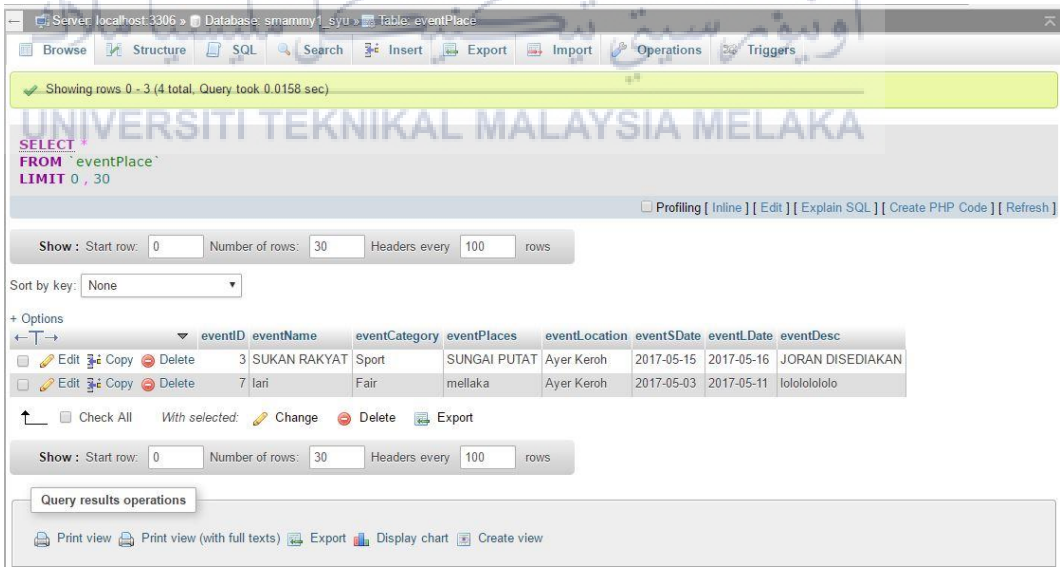

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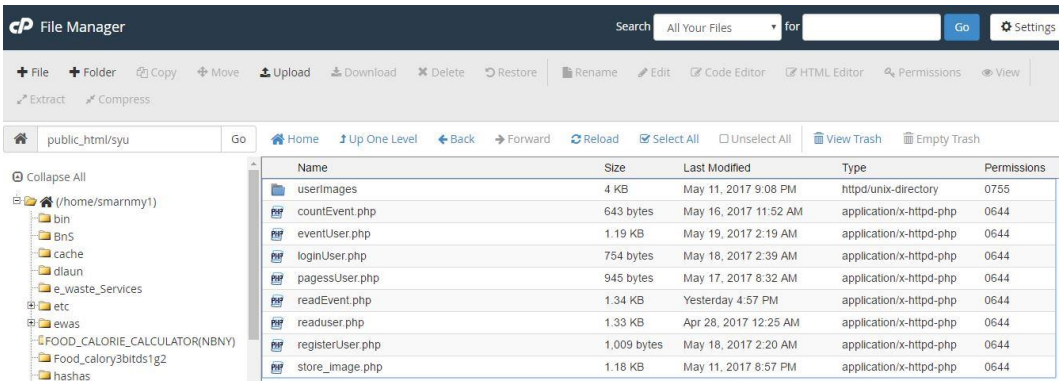

Figure 4.4 Database

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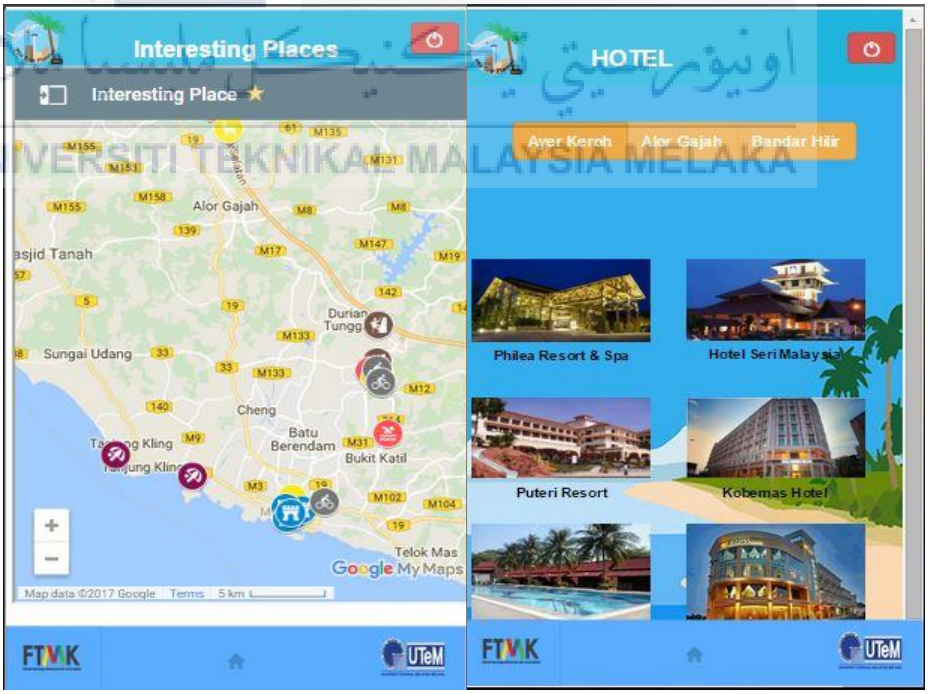
4.2.4 Application Interface



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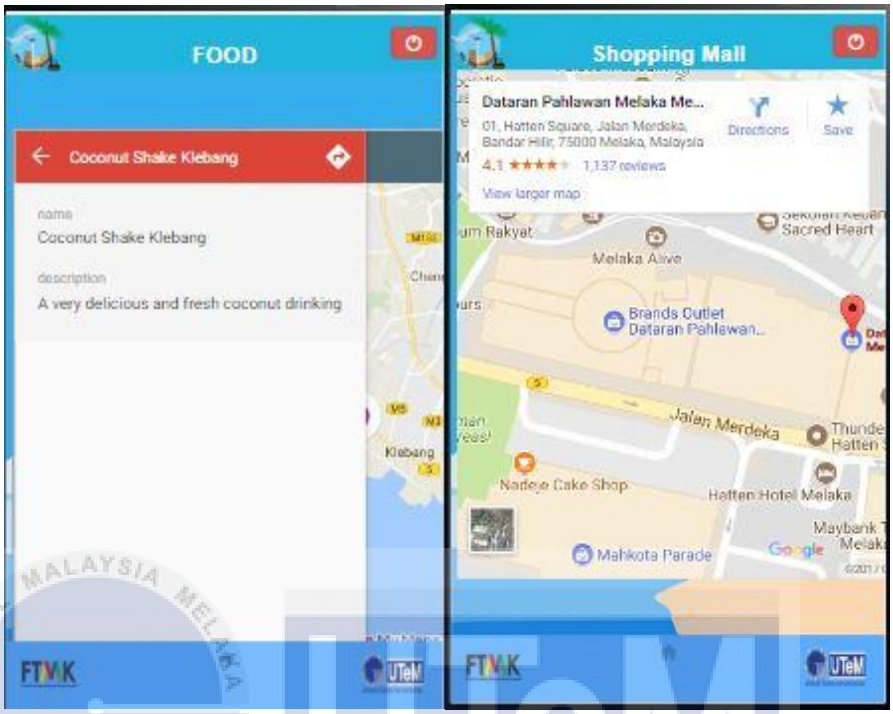

Figure 4.5 Interface

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4.3 User Interface Design

User interface is one of the important thing to attract people use this application. It acts as medium that allow user interact with the system. It is important for know how many user can understand about the uses of the application. The design must meet the user requirement and do properly in order to make the good interaction between user and system. The platform that had been use is Intel Xdk which is mobile application design. The application will have some functional button like sign in, sign up, create event and also link a button to google map. First menu will have a choice to user fill up the form based on their preference. Then the application will suggest the interesting place in Malacca for user needed. User can get the exact location if they are using the map inside this application.

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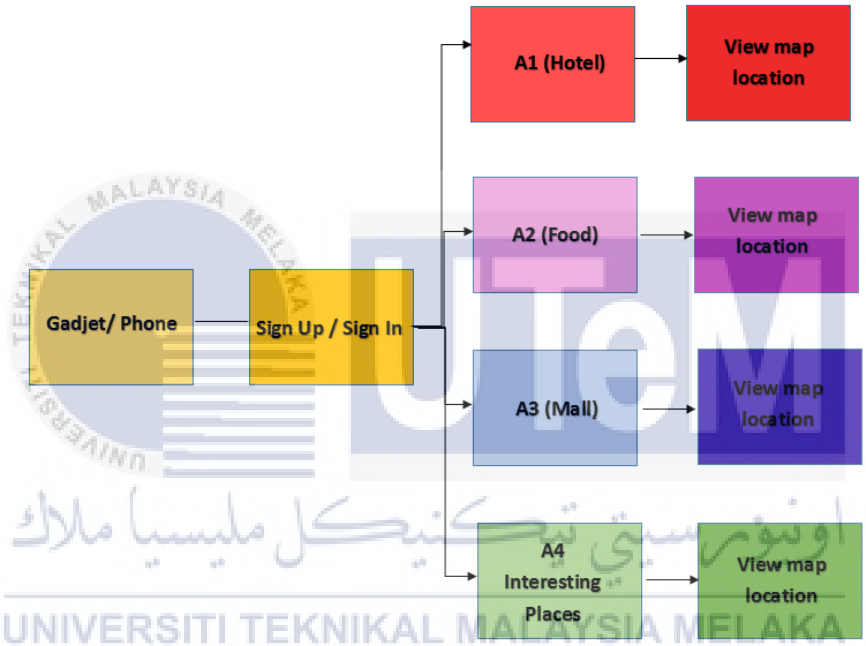
4.3.1 Navigation Design

The design of this navigation will be shown through the flow chart. The flowchart has shown a navigation of the application from the start.



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4.6.1 Navigation Design

4.3.2 Input & Output Design

The input design of this mobile application is develop the interface and also save in database. All work and also project will be develop by using Intel xdk software. The development can be review by using emulator on Intel XDK software.

The output of this application is an application software that contain all detail about travel, map and all the event detail. The application will be review on emulator and user can key in, register and testing the application to make sure all of effectiveness

4.4 Conclusion

The conclusion for this chapter is the design used to develop this mobile application includes system architecture, website interface design, mobile application interface design, storyboard design, flash card design, navigation design, input and output design. All of the design help the developer to see the whole system start from the system architecture that give a rough idea to developer on how the system actually works and what need to be included. Furthermore the navigation design also help the developer to define the interaction and navigation for the user during using the mobile application whether it is easy to navigate or not. Lastly the input and output design that help the user to generate the possible output for the mobile application to let the student get the information about recycle. In the next chapter, the implementation phase will describe about the activities that will included to define the configuration setup and the progress of the development during the development process of the whole mobile application.

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CHAPTER 5

IMPLEMENTATION

5.0 Introduction

This chapter describes the development implementation for My Trip Planner for mobile application. This chapter will show the concept of the whole project and the discussion about the implementation process of this project has been done. Implementation phase involved the content of the production which will be describe in media creation. The content include the text, graphics and animation. Each of this content have their own production and each of them created using a different software. It will explain the process of creating and integrating the multimedia element.

Next the product configuration and management will explain the configuration setup where the content will be uploaded and present in the target platform. Lastly the developer need to ensure the project production is compatible to the requirement gathered and the development status will be describe.

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5.1 Media Creation

The media creation for this project is focus on production of text, production of graphics and production of animation. This phase will explain the process of creating the multimedia element for this project.

5.1.1 Production of texts

Text is one of multimedia element that developer always take as one of the most important thing to consider. It had play an important role for making the application more useful and functional to the user. The use of font, color, spacing of text will be consider to make sure user can read and understand what the application want to deliver.

The target user need to take note to make sure all the information especially the font make user easy to read. Selection of right font, color will attract people to use this application to find information. All the text in this project used from a free source and it is for personal use only. Text are utilized broadly as a part of this anticipate. Yet, the length of the content is not very long, not very short. The sentences use is straightforward and effectively to get it.

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Figure 5.0 Production of text

5.2.2 Production of Graphics

Graphic is critical to make the site more appealing and reasonable. Early phase of the generation of realistic is from taking the first photographs of the realistic from engineer's accumulation. After that, the first photographs were altered utilizing Adobe Photoshop and Adobe Illustrator. In this stage, the shading and realistic style was chosen to rely on upon the proper of the application. At that point, the realistic was spared as .png record group and .gif document configuration to effortlessly import into Intel XDK. Figure 5.2 demonstrates the procedure stream on how the realistic are made.

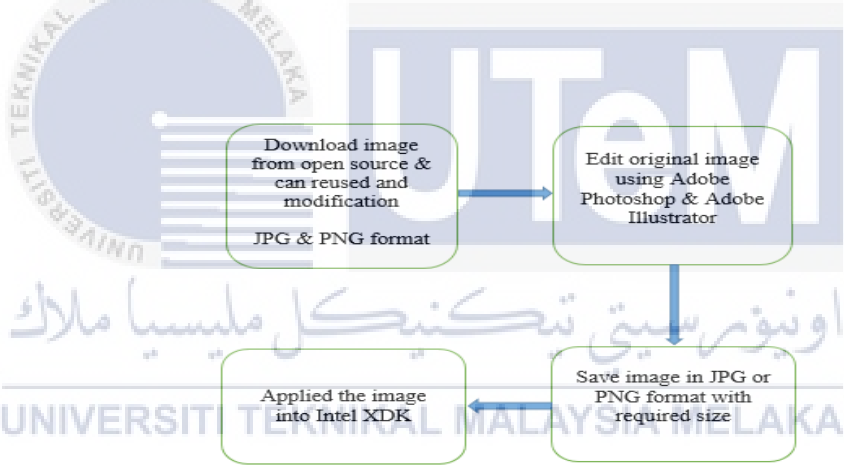

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Figure 5.1 Production of Graphics

5.3 Media Integration

Integration process is done in Intel XDK. All the elements which are graphic, animation and text into the application using this software. This application only use Intel XDK. Arrangements for the text and graphics are automatically arrange in Intel XDK.

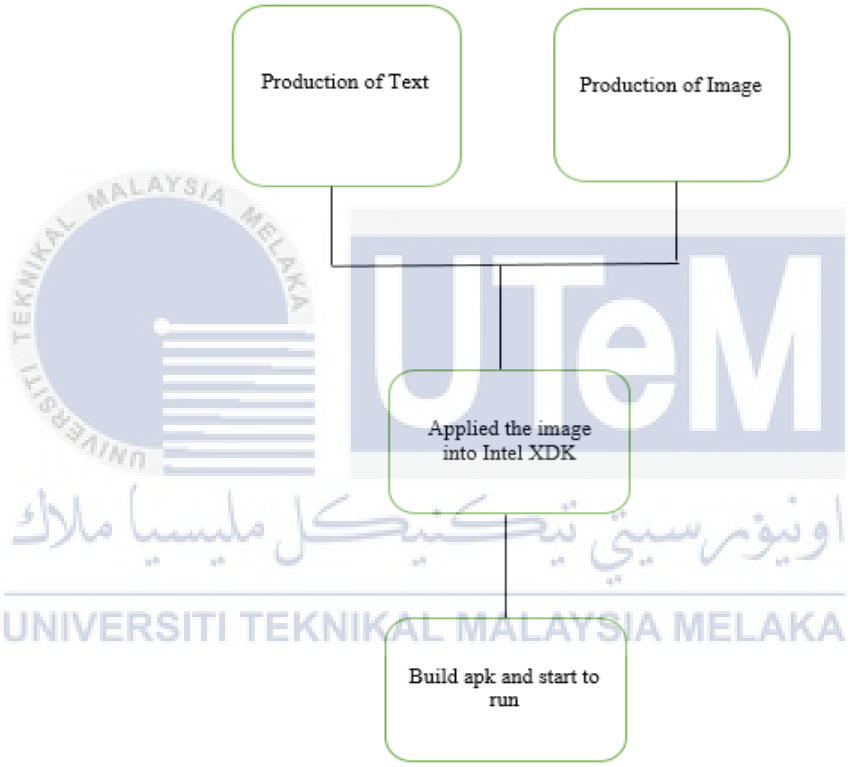

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Figure 5.2 Media Integration

5.4 Product Configuration Management

The configuration environment setup will explained how the software that has been used was install and list of software that needed for mobile application. For the version control, it will explained about how to maintain and establish the life cycle of this product.

5.4.1 Configuration Environment Setup

To develop this project there are many development tools has been used and configure. In this section, the configuration and how to install the development tools will be explained in details.

5.4.1.1 Installation of Intel XDK

Install Intel XDK latest version from https://software.intel.com/en-us/intel-xdk

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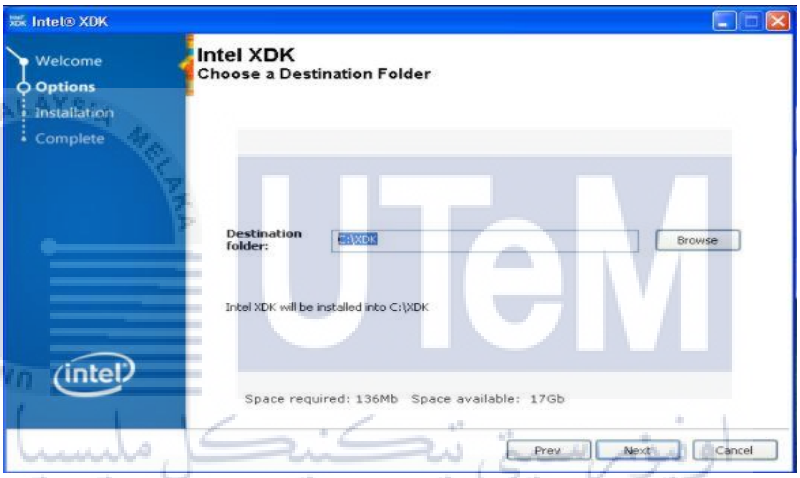
Follow the step



Choose the location that easy to find

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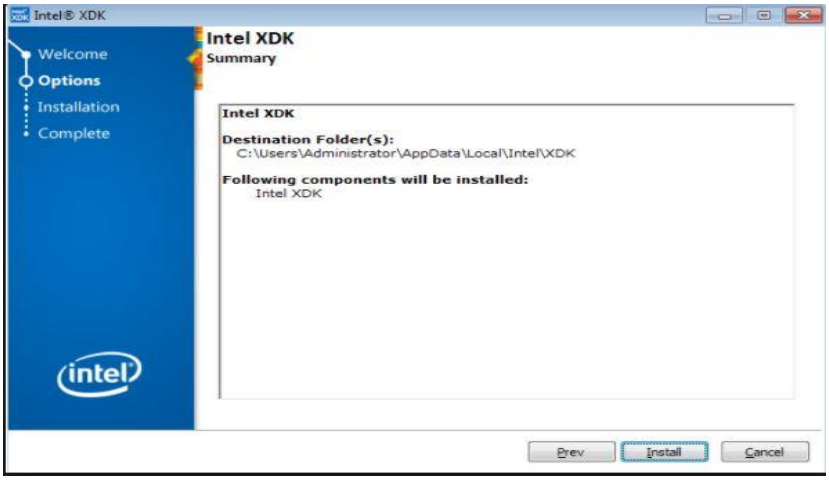

Follow the step and click Install

Now Intel XDK ready to use

Figure 5.3 Installation XDK

5.5 Implementation status

The phase where the progress of development status for each function of mobile application based on flowchart was described. The implementation status of the product is explained in Table 5.3

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Pages	Description	Implementation Status
Hotel	Hotel Maps	DONE
Food	Food Maps	DONE
Shopping Mall	Shopping Mall Maps	DONE
Interesting Places	Destination and Maps	DONE
Event	Import data from database	DONE

Table 5.1 Implementation status

5.6 Conclusion

All information about project implementation already been describe in this chapter started from the media creation, software configuration and also the status of project implementation. All the element must been created with carefully for make sure there were no mistake during development time. Not only that, product configuration management also need to be focus to make sure the developer know how and what had been change maybe occur during implementation. All aspect of implementation will be tested on next chapter which is testing phase.

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CHAPTER 6

TESTING

6.0 Introduction

This chapter will discuss about the way, total of tester and also the result from testing process. Tis chapter is needed for finding and know how much this mobile application help user in their vacation. The testing strategies for this project are functional testing and user acceptance testing. Functional testing are conducted to test the functionality of the project. User acceptance testing are conducted to test whether this project met the user requirements and the effectiveness of the application.

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6.1 Test Plan

In test plan it will discuss about the target user that going to use the product. The developer must be at the time when the testing process is done in order to set up several categories for each test. During the testing can find whether the product can be used or not. The test must be conducted at specific, limited and of time given.

6.1.1 User Testing

In orders to get the accurate results about effectiveness of this mobile application, there are 3 types of testing which is multimedia expert, pre-test for user and post-test for user that will try and answer the survey about My Trip Planner.

a) Multimedia Experts

Multimedia expert will be testing about the user interface, functionality and also user experience about My Trip Planner application. They will give a score based on how the application works, display and function.

b) Pre-test User

Pre-test user is conduct about 15 respondents to make sure the application can use and user can understand and also the application will attract them to use. It also test how the application can help them tour around Malacca.

c) Post-test User

This project will be exposed to tourist in all ages, raced and nationality. This is because all people love to travel especially the placed that they never visit before and be the famous placed to visit. Like Malacca, Malacca is well known as the historical place in Malaysia. There is a lot of history, ethnics and also culture that can be shown when visited to Malacca. Most of tourist are lack information about all the places in Malacca. Malacca full of historical building, beautiful beach and also the other interesting places. Existing application mostly not specification and tell the detail about the places. It also give a simple information that will make tourist will miss some exciting places to visit.

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6.1.2 Test Environment

For this project, the environment of testing to be carried out at strategic places that tourist love to go there. The testing is carried out Dataran Pahlawan, Bandar Hilir Melaka. Developer just need a phone to make a testing to random person on the places. Even there are a mobile phone, some tourist still use a printed map to find a place. They look confused about all the road at Dataran Pahlawan. By using My Trip Planner, they can go to the destination place easily because there are navigation to show location to the tourist. Most of the tourist are interested with this application and want to use this application in Malacca.

Hardware	Specification
Android Smartphone	My Trip Planner (MTP) has been installed

Table 6.0: Hardware requirement for testing

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Software	Specification
App Preview Intel XDK	apk for My Trip Planner (MTP)

Table 6.1: Software requirement for testing

6.1.3 Test Schedule

Test schedule for this project is the duration needed to conduct the testing. This schedule can help to organized time for the testing properly. The table below shows the test schedule for this project.

Criteria	Respondents
Participant	5 people
Age	variety
Date	10 August 2017
Duration	1 hours
Place	Universiti Teknikal Malaysia Melaka

Tale 6.2 Multimedia Expert

Criteria	Respondents
Participant	15 people
Age	variety
Date	10 August 2017
Duration	1.5 hours
Place	Dataran Pahlawan Melaka

Table 6.3: Pre-Test user

Criteria	Respondents
Participant	35 people
Age	variety
Date	11 August 2017
Duration	3 hours
Place	Dataran Pahlawan Melaka

Table 6.2 Post Test User

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6.2 Test Strategy

The testing phase consists of 2 parts which are pilot testing and pre and post testing. Pilot testing consists of multimedia experts and pre-test user.

The first test was pilot test before post testing. In this test all the data for multimedia expert and pre-test user will be calculated for make sure the post-testing can be done.

6.3 Test Implementation

Before do a post testing, pilot test must be conducted to determine the usability of the mobile application. The pilot study is between multimedia expert and also 15 random respondent to test the mobile application.

6.3.1 Test Description

Before conducting the testing, all the respondents will explore My Trip Planner application using mobile phone. Then they will answer all the survey question (refer to Appendix) based on their experience. On multimedia expert, they will judge all the interface, functionality and also user experience of the mobile application. They will gave a rate from 1 to 5 about how much they satisfied with the application. The entire questionnaire is at Appendix A.

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6.4 Test Design

Test design for this project is using the three objectives from this project which are to study the user preferences for vacation planner, to design a mobile application that assist user in planning their vacation based on preferences, to develop a mobile application that assist user in planning their vacation based on preference and lastly to measure the usability of the application. The entire questionnaire is at Appendix A.

6.4.1 Effectiveness Test

The effectiveness test is from the application. Before use the application, mostly tourist did not know many interesting places on Malacca. Even they did not know what famous local food in Malacca is. They also did not know what event had been held. After use My Trip Planner, it seem easy to them to identify all the interesting places based on hotel, food, shopping mall, interesting places and also all the event that might be they joined. The questionnaire had been show that MTP is effective application that they will use in their next journey on Malacca.

6.4.2 Test Data

The pilot study is between multimedia expert and also 15 random respondent to test the mobile application. Total of multimedia expert were 5 people.

NO	NAME	QUALIFICATION	COMPANY
1	Dr. Ibrahim Bin Ahmad	Pensyarah Kanan Media Interaktif	UTeM
2	Profesor Dr. Sazilah Binti Salam	Pengarah Pejabat Timbalan Naib Canselor (Akademik & Antarabangsa)	UTeM
3	Farah Nadia Binti Azman	Pensyarah Media Interaktif	UTeM
4	Dr. Ahmad Naim Bin Che Pee @ Che Hanapi	Pensyarah Kanan Media Interaktif	UTeM
5	En. Nazreen bin Abdullasim	Pensyarah Media Interaktif	UTeM

Table 6.4.1 List of name of the Multimedia Expert

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i) User Interface (Multimedia Expert)

	Q1	Q2	Q3	Q4	Q5	Q6	Q7	Q8	Q9
ME1	4	4	4	4	4	4	4	4	4
ME2	5	5	4	5	4	4	4	4	4
ME3	4	5	5	5	5	4	4	5	5
ME4	4	5	4	4	3	4	3	4	4
ME5	3	3	4	5	4	4	3	5	5
MODE	4	5	4	5	4	4	4	4	4
MEDIAN	4	4	4	5	4	4	4	4	4
MEAN	4	4.4	4.2	4.6	4	4	3.6	4.4	4.4

6.4.2 User Interface for Multimedia Expert

ii) Functionality (Multimedia Expert)

	Q1	Q2	Q3	Q4	Q5	Q6	Q7	Q8	Q9	Q10
ME1	4	4	4	4	4	4	4	4	4	4
ME2	4	5	5	5	5	5	5	4	4	4
ME3	5	5	5	5	4	5	4	4	5	5
ME4	3	3	4	3	3	4	4	4	3	3
ME5	4	5	4	4	4	4	5	4	4	4
MODE	4	5	4	5	4	4	4	4	4	4
MEDIAN	4	4	4	4	4	4	4	4	4	4
MEAN	4	4.4	4.4	4.2	4	4.4	4.4	4	4	4

6.4.3 Functionality for Multimedia Expert

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iii) User Experience (Multimedia Expert)

	Q1	Q2	Q3	Q4	Q5	Q6	Q7	Q8	Q9	Q10
ME1	**4**	**4**	**3**	**4**	**4**	**4**	**4**	**4**	**4**	**3**
ME2	**5**	**4**	**4**	**4**	**4**	**4**	**5**	**5**	**4**	**4**
ME3	**5**	**5**	**5**	**4**	**4**	**4**	**5**	**5**	**4**	**5**
ME4	**4**	**4**	**3**	**4**	**3**	**3**	**4**	**3**	**3**	**3**
ME5	**4**	**4**	**5**	**5**	**4**	**4**	**4**	**5**	**5**	**4**
MODE	**4**	**4**	**5**	**4**	**4**	**4**	**4**	**5**	**4**	**3**
MEDIAN	**4**	**4**	**4**	**4**	**4**	**4**	**4**	**5**	**4**	**4**
MEAN	**4.4**	**4.2**	**4**	**4.2**	**3.8**	**3.8**	**4.4**	**4.4**	**4**	**3.8**

6.4.4 User Experience for Multimedia Expert

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iv) User Interface (Pre-test User)

	Q1	Q2	Q3	Q4	Q5	Q6	Q7	Q8	Q9
U1	5	5	4	5	4	5	4	5	5
U2	4	5	5	5	4	5	5	5	5
U3	4	5	5	4	5	4	4	4	5
U4	5	5	4	5	5	5	4	5	5
U5	4	5	4	5	5	5	4	4	5
U6	4	4	5	5	4	5	4	4	5
U7	4	5	4	5	5	5	4	5	4
U8	4	4	5	5	4	5	5	4	4
U9	4	5	5	5	5	5	5	5	4
U10	5	4	5	5	4	5	5	5	5
U11	5	5	5	5	5	5	4	5	5
U12	5	4	5	5	5	5	4	5	4
U13	5	5	5	5	4	5	5	4	4
U14	4	4	3	5	5	5	4	5	5
U15	5	4	3	4	4	5	4	4	5
MODE	4	5	5	5	5	5	4	5	5
MEDIAN	4	5	5	5	5	5	4	5	5
MEAN	4.47	4.6	4.47	4.87	4.53	4.93	4.33	4.6	4.67

6.4.5 User Interface for Pre-Test user

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v) Functionality (Pre-test User)

	Q1	Q2	Q3	Q4	Q5	Q6	Q7	Q8	Q9	Q10
U1	**4**	**5**	**5**	**5**	**5**	**4**	**5**	**5**	**5**	**5**
U2	**5**	**5**	**4**	**4**	**5**	**4**	**5**	**5**	**4**	**5**
U3	**5**	**4**	**5**	**4**	**5**	**5**	**4**	**4**	**4**	**5**
U4	**4**	**5**	**5**	**4**	**5**	**4**	**4**	**4**	**4**	**4**
U5	**4**	**5**	**4**	**4**	**5**	**4**	**4**	**4**	**4**	**5**
U6	**5**	**4**	**5**	**4**	**5**	**4**	**5**	**4**	**4**	**4**
U7	**5**	**4**	**5**	**5**	**5**	**4**	**5**	**4**	**4**	**5**
U8	**5**	**4**	**5**	**4**	**4**	**4**	**5**	**5**	**5**	**5**
U9	**4**	**5**	**5**	**5**	**5**	**5**	**5**	**5**	**5**	**5**
U10	**5**	**5**	**4**	**5**	**4**	**5**	**4**	**5**	**5**	**5**
U11	**5**	**5**	**5**	**5**	**5**	**4**	**5**	**4**	**5**	**5**
U12	**5**	**5**	**4**	**4**	**5**	**5**	**4**	**5**	**5**	**5**
U13	**4**	**5**	**5**	**5**	**5**	**4**	**5**	**4**	**5**	**5**
U14	**4**	**4**	**4**	**4**	**4**	**5**	**4**	**4**	**4**	**4**
U15	**4**	**5**	**4**	**4**	**5**	**4**	**4**	**5**	**4**	**5**
MODE	**5**	**5**	**5**	**4**	**5**	**4**	**5**	**4**	**4**	**5**
MEDIAN	**5**	**5**	**5**	**4**	**5**	**4**	**5**	**4**	**4**	**5**
MEAN	**4.53**	**4.67**	**4.6**	**4.4**	**4.8**	**4.33**	**4.53**	**4.47**	**4.467**	**4.8**

6.4.6 Functionality for Pre-Test user

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vi) User Experience (Pre-test User)

	Q1	Q2	Q3	Q4	Q5	Q6	Q7	Q8	Q9	Q10
U1	5	4	4	5	5	4	4	4	5	5
U2	5	5	5	4	4	4	5	5	5	4
U3	4	5	4	5	4	5	5	5	5	4
U4	5	5	4	4	4	5	4	4	4	4
U5	5	5	4	4	5	4	5	4	5	5
U6	4	5	5	5	5	4	4	4	5	5
U7	5	4	5	5	4	4	4	4	5	4
U8	4	5	4	5	5	5	5	5	5	4
47U9	4	4	5	5	5	5	5	5	5	4
U10	5	4	5	4	5	5	5	4	5	4
U11	5	5	5	5	4	4	5	5	5	4
U12	5	4	5	3	5	5	4	5	5	5
U13	5	4	4	4	5	5	3	4	4	4
U14	5	4	4	4	4	5	5	4	4	5
U15	5	4	5	5	5	4	5	5	5	4
MODE	5	4	5	5	5	5	5	4	5	4
MEDIAN	5	4	5	5	5	5	5	4	5	4
MEAN	4.73	4.47	4.53	4.47	4.6	4.53	4.53	4.47	4.8	4.33

6.4.7 User Experience for Pre-Test user

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6.5 Test Result and Analysis

6.5.1 Pilot Test

Pilot test were test to whether this interactive book are success and accept or not. To get the result, there are 5 different mark given that is from 1 – 5. 1 is strongly disagree, 2 is disagree, 3 is not sure, 4 is agree and 5 is strongly agree. To test the analyzed this application, it will used Cronbach's Alpha to get the result.

6.5.1.1 User Experience Multimedia Expert

Question	Mean	Median	Mode
Q1	3.8	4	4
Q2	4.2	4	5
Q3	4.2	4	4
Q4	4.6	5	5
Q5	4	4	4
Q6	4	4	4
Q7	3.6	4	4
Q8	4.4	4	4
Q9	4.4	4	4

Table 6.5.3 Analysis User Interface for Multimedia Expert

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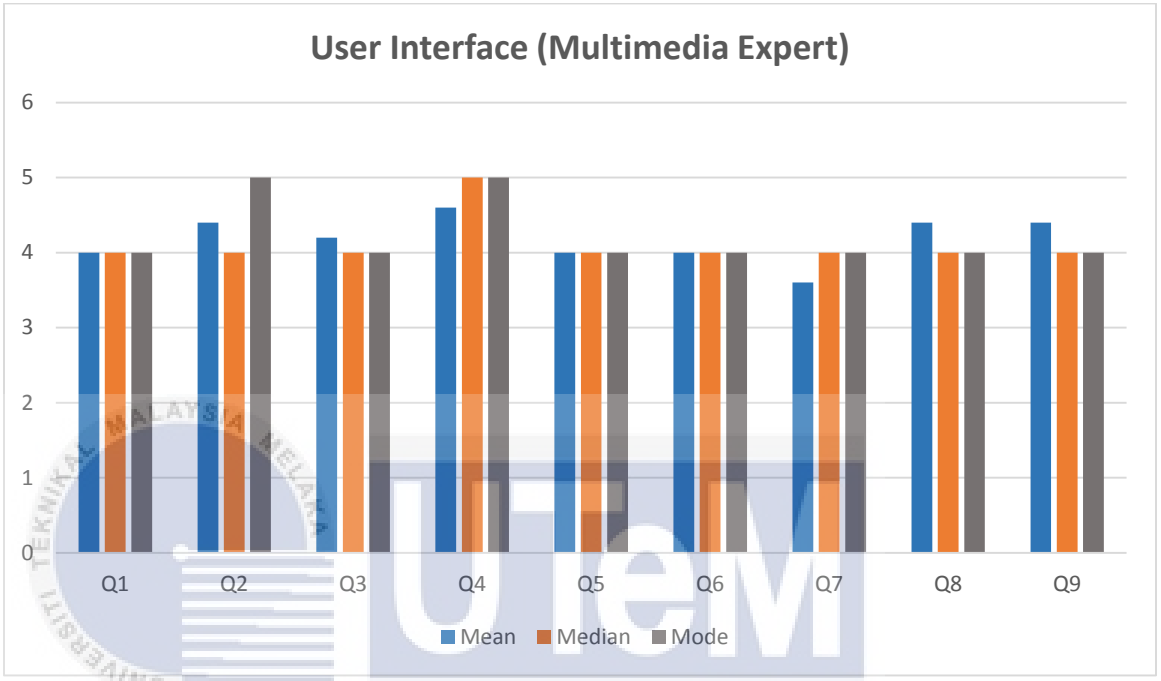

Figure 6.5.1 Graph User Interface for Multimedia Expert

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This graphs show that average mean for all question is 4 which is a good starter to make sure the application getting more better based on user interface which is can attract user to use this application. The mode and median also show that the data is mostly above 4.

6.5.1.2 Functionality Multimedia Expert

Question	Mean	Median	Mode
Q1	4.2	4	4
Q2	4.2	4	5
Q3	4.4	4	4
Q4	4.2	4	5
Q5	4.2	4	4
Q6	4.4	4	4
Q7	4.4	4	4
Q8	4	4	4
Q9	3.8	4	4
Q10	4	4	4

Table 6.5.4 Analysis Functionality for Multimedia Expert

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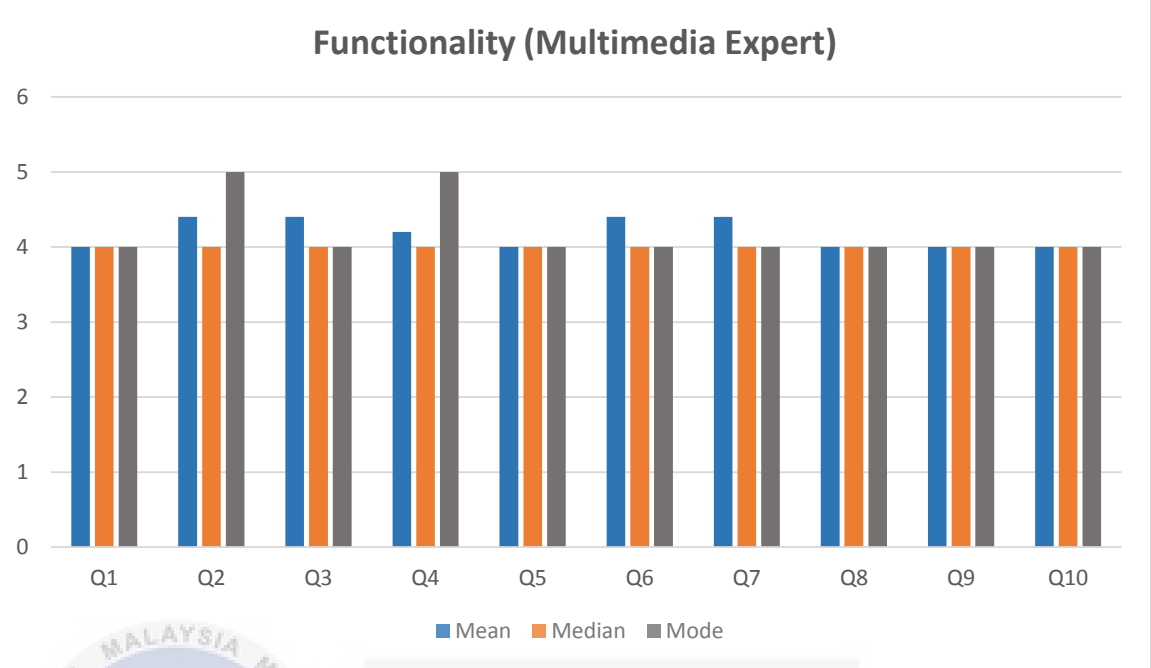

Figure 6.5.2 Graph Functionality for Multimedia Expert

This graph show all range of mean is above 4 which is all the element that we are function for the user. The mode and median also above 4 that mean multimedia expert are agree and can understand all the function works.

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6.5.1.3 User Experience Multimedia Expert

Question	Mean	Median	Mode
Q1	4.4	4	4
Q2	4.2	4	4
Q3	4	4	5
Q4	4.2	4	4
Q5	3.8	4	4
Q6	3.8	4	4
Q7	4.4	4	4
Q8	4.4	5	5
Q9	4	4	4
Q10	3.8	4	3

Table 6.5.5 Analysis User Experience of My Trip Planner application

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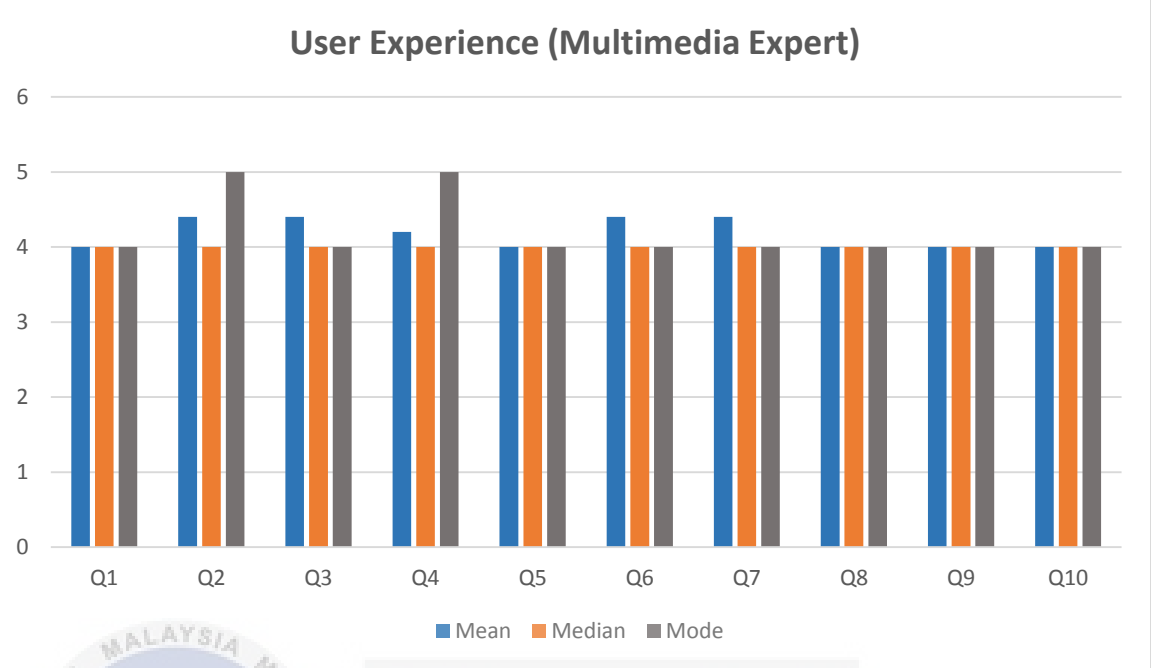

Figure 6.5.3 Graph User Experience for Multimedia Expert

This graph show the data is maintain on 4 above. It show this application is good enough to proceed to the next level. All the multimedia expert also agree that this application can be used and tested to the user.

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6.5.1.4 Cronbach's Alpha for Multimedia expert

This is the formula for Cronbach's Alpha:

$$\text{Cronbach Alpha, } R = \frac{K}{K-1}\left(1 - \frac{\text{Total of Questions Variance}}{\text{Total of Test variance}}\right)$$

Table 6.5.1 Formula of Cronbach's Alpha

The level of Cronbach's Alpha

Cronbach Alpha	Scale
Less than 0.60	Weak
0.61-0.79	Acceptable
More than 0.80	High

Table 6.5.2 Reliability Value – Cronbach's Alpha

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Part A	User Interface	0.6913
Part B	Functionality	0.9313
Part C	User Experience	0.9074

Table 6.5.6 Cronbach's Alpha for Multimedia expert

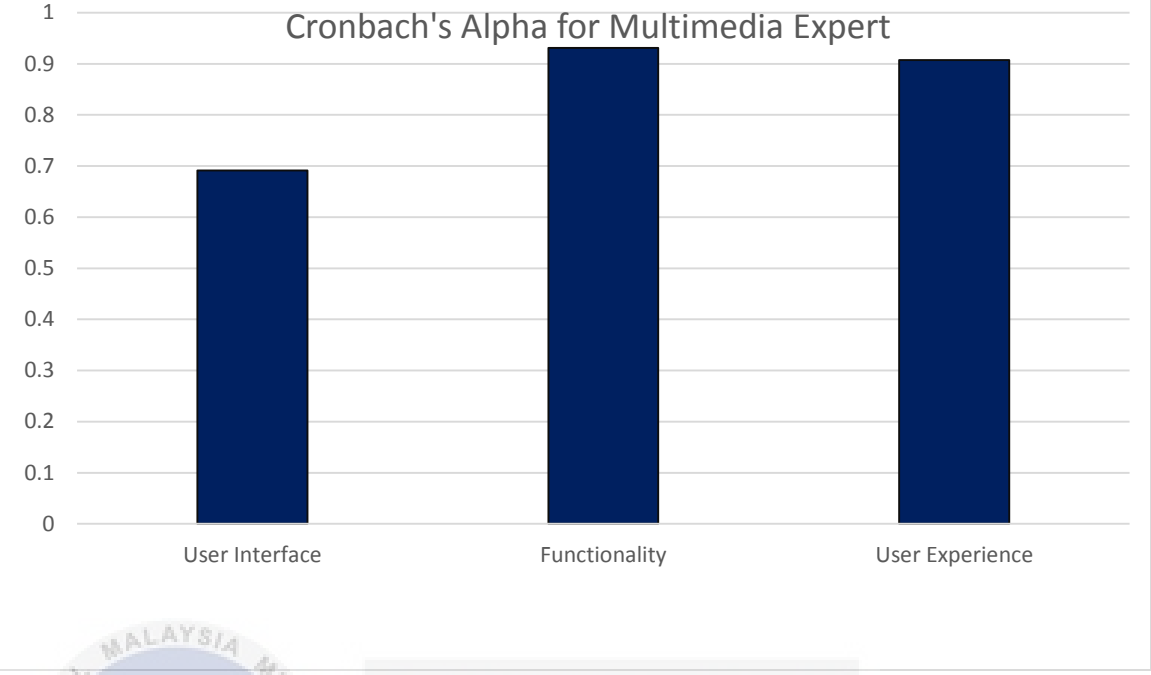

Figure 6.5.4 Graph Cronbach's Alpha for Multimedia Expert

The result shows usability part for this testing which is user interface, functionality and also user experience. All the data is more than 0.6 which is acceptable for proceed to next level which is testing to the real user.

6.5.1.5 User Interface Pre-test User

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Question	Mean	Median	Mode
Q1	4.47	4	4
Q2	4.6	5	5
Q3	4.47	5	5
Q4	4.87	5	5
Q5	4.53	5	5
Q6	4.93	5	5
Q7	4.33	4	4
Q8	4.6	5	5
Q9	4.67	5	5

Table 6.5.7 Analysis User Interface for Pre-test user

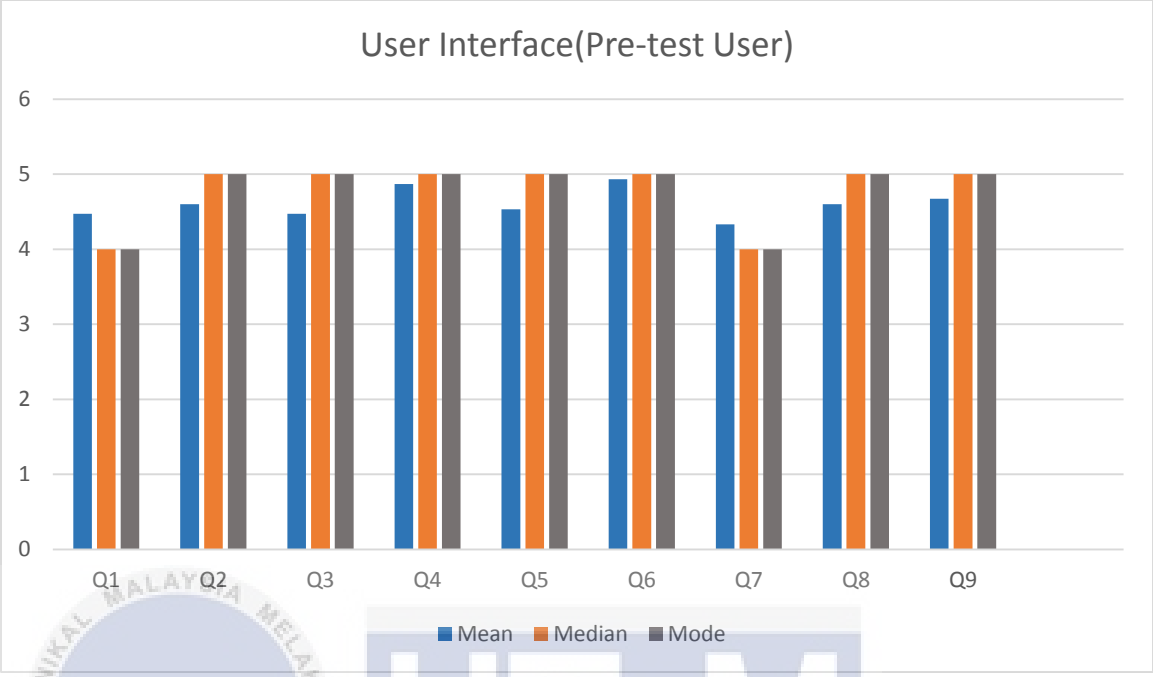

Figure 6.5.5 Graph User Interface for Pre-Test User

This graphs show that average mean for all question is 4 which is a good starter to make sure the application getting more better based on user interface which is can attract user to use this application. The mode and median also show that the data is mostly above 4.

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6.5.1.6 Functionality Pre-test User

Question	Mean	Median	Mode
Q1	4.53	5	5
Q2	4.67	5	5
Q3	4.6	5	5
Q4	4.4	4	4
Q5	4.8	5	5
Q6	4.33	4	4
Q7	4.53	5	5
Q8	4.47	4	4
Q9	4.467	4	4
Q10	4.8	5	5

Table 6.5.8 Analysis Functionality for Pre-test user

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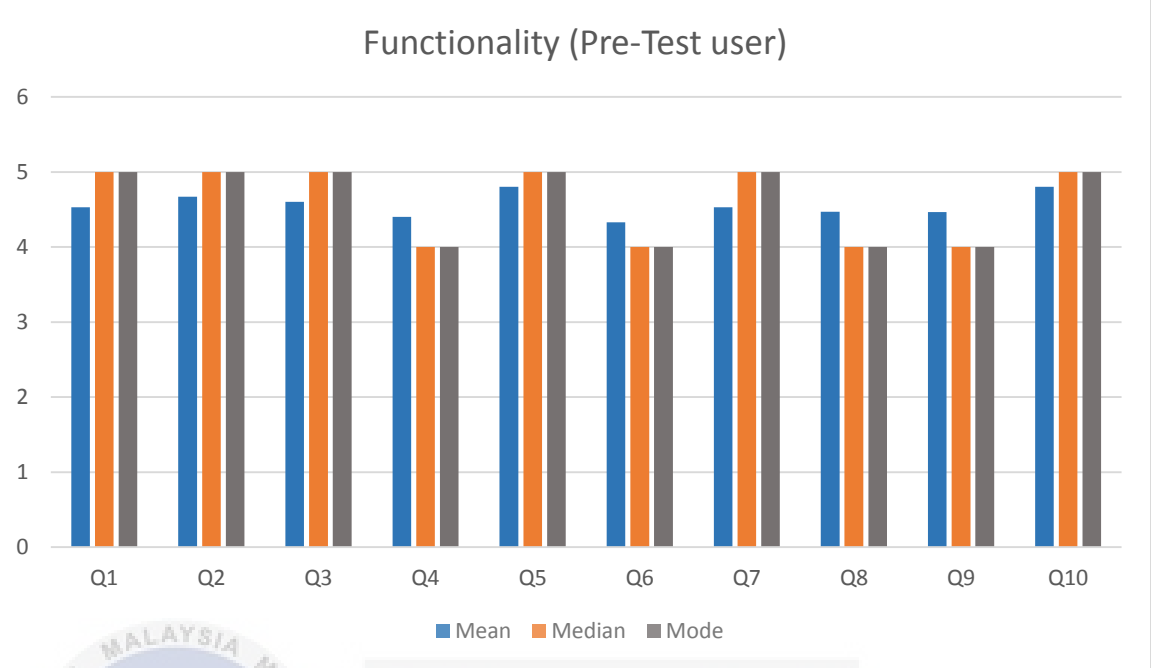

Figure 6.5.6 Graph Functionality for Pre-Test User

This graph show all range of mean is above 4 which is all the element that we are function for the user. The mode and median also above 4 that mean all the pre-test user are known and can understand all the function works.

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6.5.1.7 User Experience Pre-test User

Question	Mean	Median	Mode
Q1	4.73	5	5
Q2	4.47	4	4
Q3	4.53	5	5
Q4	4.47	5	5
Q5	4.6	5	5
Q6	4.53	5	5
Q7	4.53	5	5
Q8	4.47	4	4
Q9	4.8	5	5
Q10	4.33	4	4

Table 6.5.9 Analysis User Experience for Pre-test user

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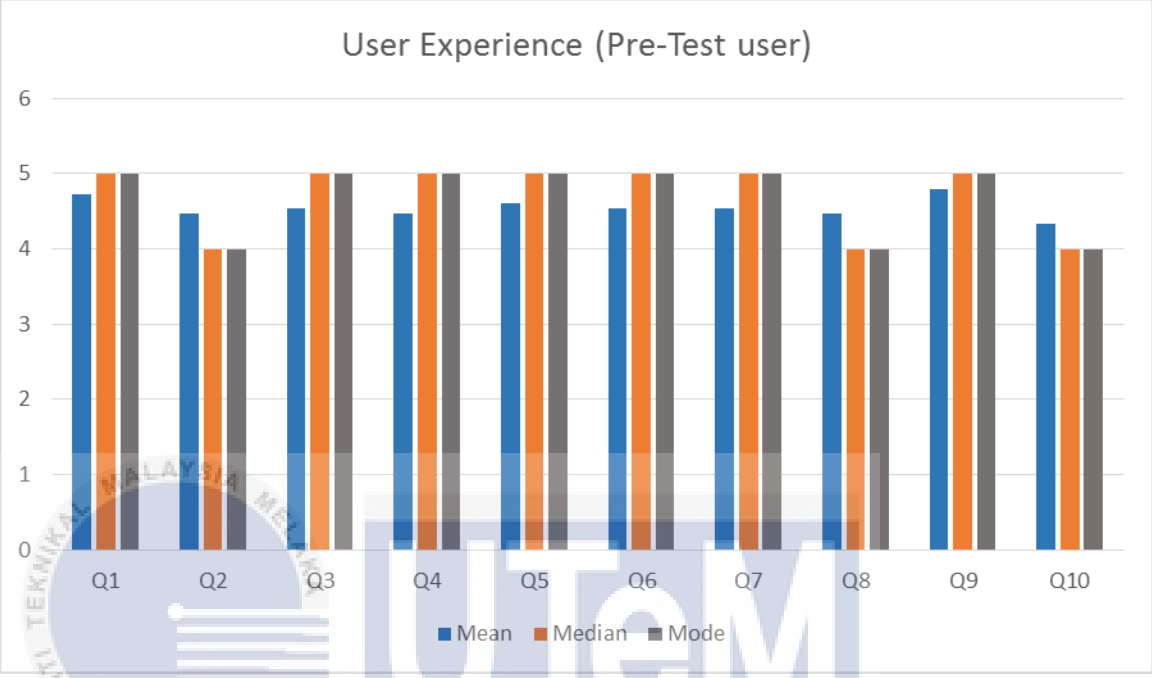

Figure 6.5.7 Graph User Experience for Pre-Test User

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This graph show the data is maintain on 4 above. It show this application is good enough to proceed to the next level. All the pre-test user also agree that this application can be used and tested to the user.

6.5.1.8) Cronbach's Alpha for Pre-Test user

Part A	User Interface	0.8333
Part B	Functionality	0.6578
Part C	User Experience	0.7985

Table 6.6 Cronbach's Alpha for Pre-Test user

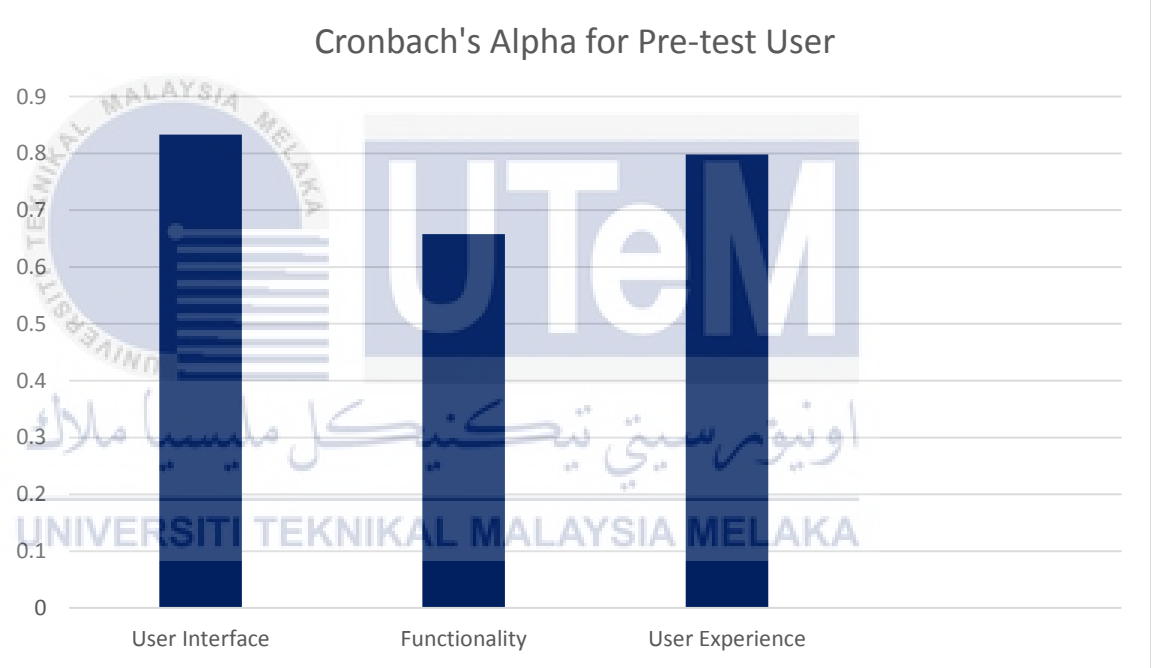

Figure 6.5.8 Graph Cronbach's Alpha for Pre-Test user

The result shows usability part for this testing which is user interface, functionality and also user experience. All the data is more than 0.6 which is acceptable for proceed to next level which is testing to the real user. Most of pre-test user are agreed with this mobile application.

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Pilot test will help developer to change or modified their application to become better. Like by doing multimedia expert, most of them love this application and have some comment to improve this application like make the button more bigger, put more information to make user more understand, can know how long the places with the user and also change some color to make it more interesting. All the comment had been analyze and My Trip Planner have been modified based on all multimedia expert's comment. This is help developer a lot to see which part they need to be improve to make sure this application is user friendly.

6.5.2 Post-test user

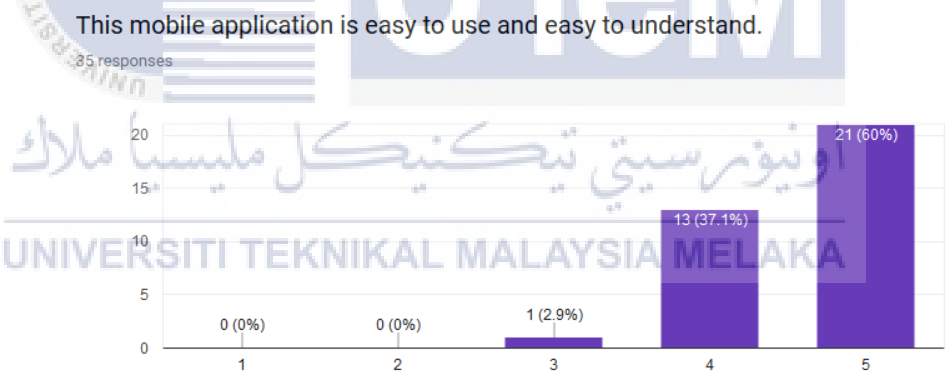

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Figure 6.6.0 Question 1

This chart show that 21 respondents strongly agree about this MTP is easy to use and easy to understand

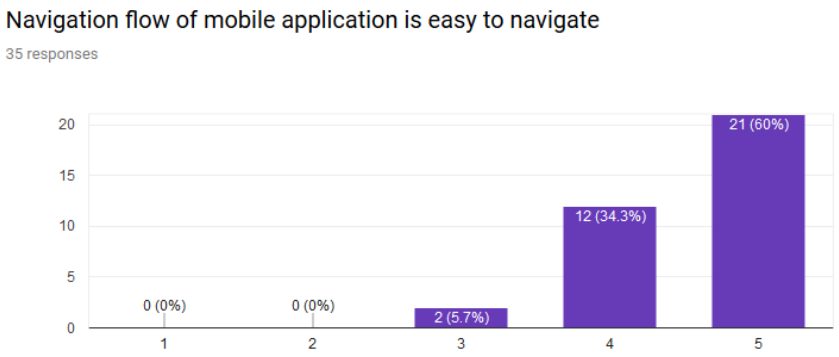

Figure 6.6.1 Question 2

This chart show that 21 respondents strongly agree about navigation on mobile application help them know all the location on Malacca.

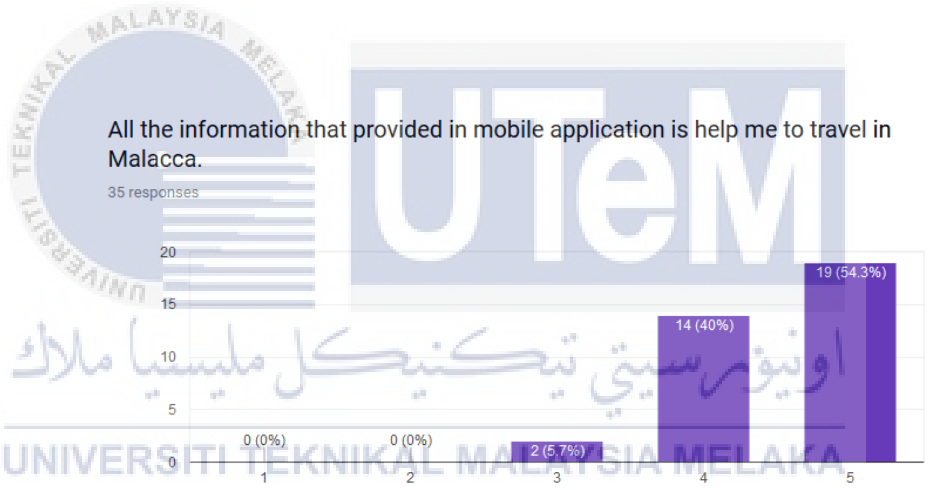

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Figure 6.6.2 Question 3

This chart show that 19 respondents strongly agree about all the information on the application make them easier to travel.

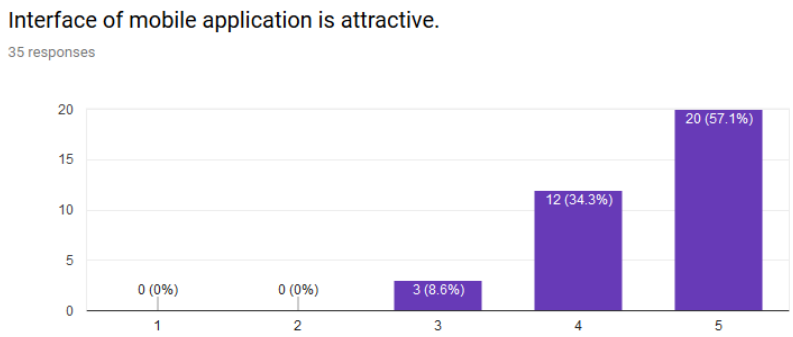

Figure 6.6.3 Question 4

This chart show that 20 respondents think the mobile application is interactive.

.

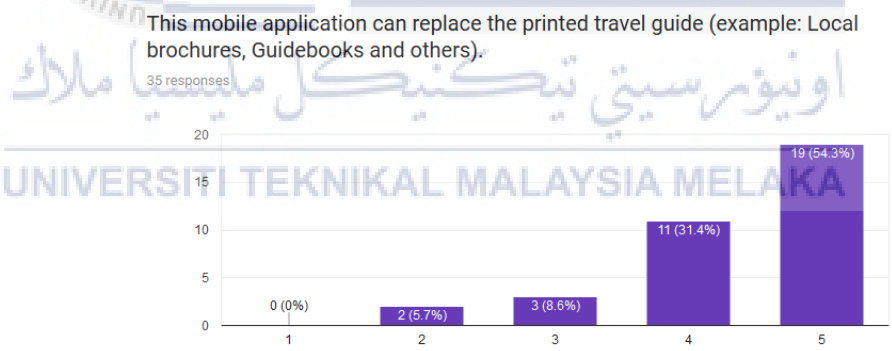

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Figure 6.6.4 Question 5

This chart show that 19 respondents strongly agree that MTP can replace all the printed travel guide

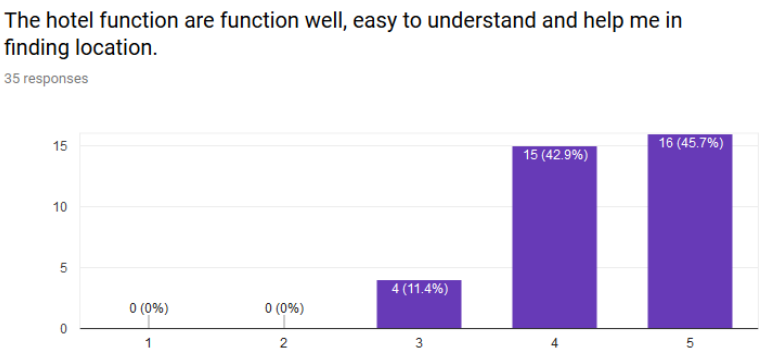

Figure 6.6.5 Question 6

This chart show that 16 respondents strongly agree about the hotel function help them know the location of the hotel in Malacca.

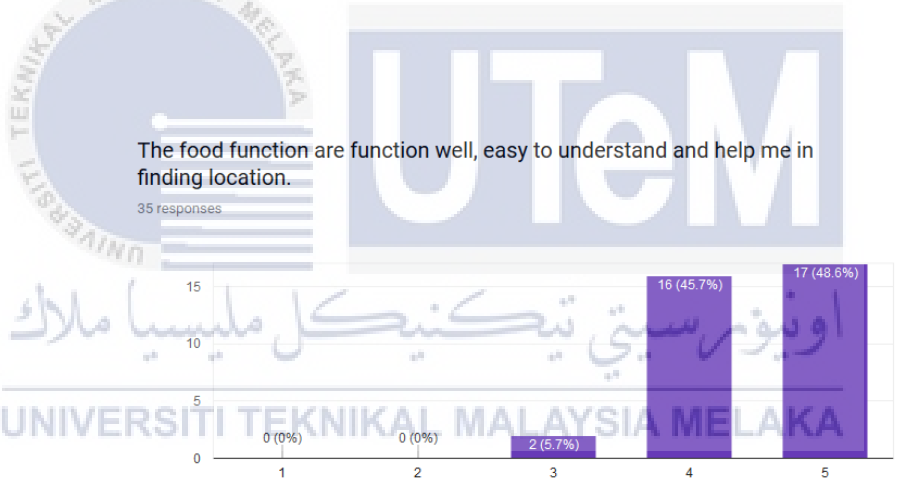

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Figure 6.6.6 Question 7

This chart show that 17 respondents strongly agree about the food function help them know all famous food in Malacca.

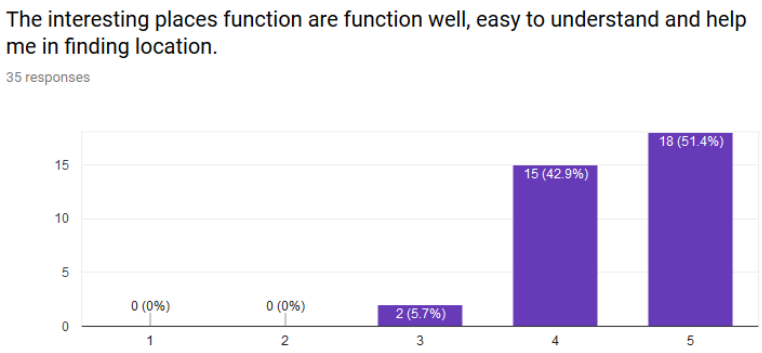

Figure 6.6.7 Question 8

This chart show that 18 respondents strongly agree about the interesting places function help them know all the interesting places in Malacca.

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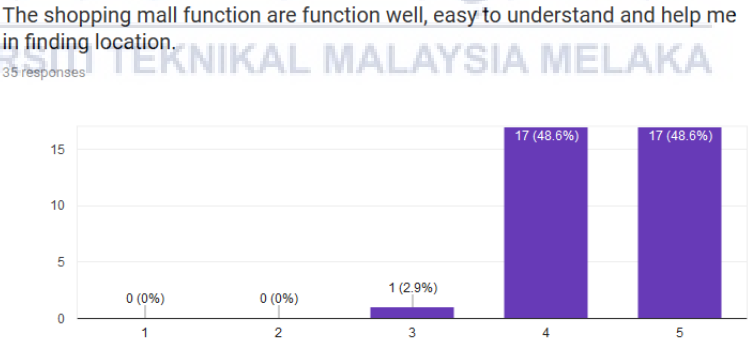

Figure 6.6.8 Question 9

This chart show that 19 respondents strongly agree about the shopping mall function help them know all the shopping mall in Malacca.

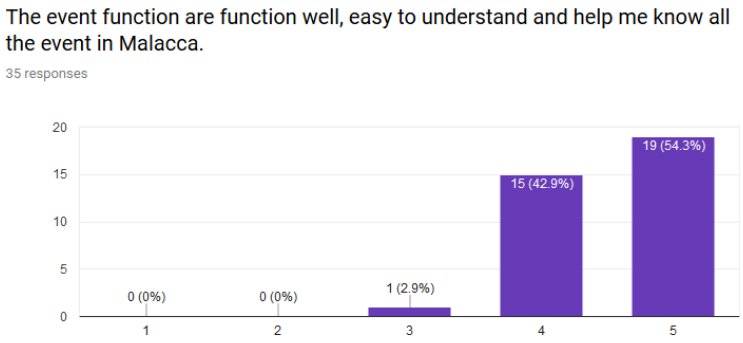

Figure 6.6.9 Question 10

This chart show that 19 respondents strongly agree about the event function help them know all the event in Malacca.

Based on the questionnaire that respondents did it, analysis show mostly people have their own mobile phone in variety of ages. Most tourist also have a trip planner in their mobile phone for helping them find, manage, know the places that they want to visit. They have do a lot of preparation before go to travel. Not only in Malacca, tourists will never know of there have an events on that places until the event have been held. Based on that, all the trip application must have an event detail for attract tourist to join along the event and make the event more rousing and crowded. Tourist also need to be introduce and tasted our local food and also all the famous food on our places. It might be honor if our food had been known around the world.

6.6 Conclusion

Testing is one of the vital parts n buildings up an item. From the testing stage, an engineer or fashioner can analyze and do couple of improvements on their item. The input that the designer got from the testing helps in the change for better item in future. In addition, via complete this testing session, the engineer ready to check whether the item accomplished the item destinations or the other way around. Truth is told through this stage, the designer's capable to expresses the restriction that the item experienced which maybe in future these disadvantages can be settled.

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CHAPTER 7

CONCLUSION

7.0 INTRODUCTION

After testing process was conclude, It will be the last chapter to overview all the data and also the strength and also weakness of My Trip Planner. On the testing stage, all plan had been made and also all the output of this mobile application have been collected and mostly user likes this mobile application. But for a beginner, there will always have contra and contrast that will make us be more knowledgeable and also as a sign that what will be improve and what need to be concern about.

Consequently in definite part, principally talks about the shortcoming and qualities, suggestion for development, commitment and the conclusion. More often than not after an item is created, there will be discourse in regards to the perception and conclusion all in all improvement of the item. The report is at last deduces in this last chapter.

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7.1 Observation on Weaknesses and Strengths

The development of My Trip Planner (MTP) takes time around 6 month which is 4 month from the previous semester, with reference with the project milestone. This MTP have been finished as well have been tested on different ages and nationality of user to find out the effective of this application. But as the completion of this MTP, strength, weakness and also some suggestion and improvement had been discover.

Here are some strength and also some weakness that can been seen thorough using implementation of this application and also from user as well as the final product have been showed to them.

7.1.1 Strengths

Here the strength of My Trip Planner (MTP) that can observe from the process of developing also from the testing process and observation from testing user.

7.1.1.1 User Friendly

My Trip Planner (MTP) is a self-explanatory which is all the steps and all the button can clearly understand and know all the function of button such as log in button, sign up button and also home and sign out button. The combination of color also make user easily read and attract user to use it.

7.1.1.2 No Complex configuration

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User can download and also view My Trip Planner (MTP) without any compliment and any complex configuration at the startup of this application.

7.1.1.3 Easy to navigate

User or we can called tourist need a navigation of all the places to help them know the location approximately. My Trip Planner (MTP) is using google map which is show a location and also direction and time consuming for user go to places that they want to go. Not only that MTP also have a detailed about all the interesting places that user no need to search and find which places they should go.

7.1.1.4 All of information help user a lot

All the My Trip Planner (MTP) data are really useful for user to find out the famous thing in Malacca. For example, user can know all the event that might be held on Malacca. Not only that, user also can take part in the event. It will make Malacca event more crowded and interesting if user have a detailed and know what had going on in the Malacca.

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7.1.2 Weaknesses

7.1.2.1 Complexity of code algorithm

My Trip Planner (MTP) have many function which need algorithm code to make it run smoothly. Some of the code are really tough and need to focus more which part is important and how to manage a bug. Bug is also one of the problem which is some button cannot function well if there are a small mistake on the code.

7.1.2.2 Compatibility issues

It is maybe not a serious issues for My Trip Planner (MTP) but MTP also use google map API which is sometimes it not compatibility with some of android phone.

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7.1.2.3 Less interactivity

It also less interactivity which is the map that provided from google map cannot be adjust and make it more creative. Supposing we can simulate the map to become a size what we want. But it just can adjust size that provided from google map only.

7.2 Propositions for Improvement

When conduct this My Trip Planner (MTP), developers already put all the information that might be need to user to make it more function for user used. But there still need to improve for make sure this mobile application will be a top of user heart. One of the improvement that needed is make a multi-language application. MTP just give all the information in English language. But not all tourist can know English well. They might not be understand what had said on the application. It is prefer there are have multi language to make MTP can be use all people in the world. Not only that, user might be know the event on Malacca, but they might be forget to join it. With improving like notification alert about the event will make user more focused on all the event in Malacca. Not only that, it need more interactive button like animated one to make sure the application more interactive and will attract user to see and explore with it.

7.3 Project Contribution

Mobile application is one of the most user needed nowadays. Before this, all the data information about a places just look at pamphlet, tourist information center. They need to go somewhere to find all the information that might need when go to travel. User nowadays need something that can help them, make their life easier without need waste their time. I any case, mobile application will be the first one that user find to make sure all the information they need is available. Presently, all the location just based on the map but for newbies, they might be not really know the places and also how to read a map. With MTP they just put the place they want to go and it will detect where they have been. It will show approximately road and time arriving at the destination. The point is mobile application really help user and let them to know the places by themselves. Trying to introducing MTP is the way to make Malacca will be more known and all data can gather in just one click.

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7.4 Conclusion

Mobile devices present many unique characteristics that make their use as electronic tourist guides particularly attractive. However, planning trip by your own self is not easy especially you are tourist from another country. A lot of research on the particular trip needed before start the travel. This is might waste time and maybe will be a trouble for those who never have experience in planning a trip. But using Travel mobile application like MTP will make easier to user to know all the information that might be needed. Ideally later on, this MTP will give a big impact to make a change and will give ore benefit to all the users.

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APPENDIX

MY TRIP PLANNER (MTP) for MOBILE APPLICATION DEVELOPMENT

Checklist for Multimedia Expert

Name: _____

Position: _____

Department: _____

Part A: User Interface of MTP mobile application

Please tick (/) to the following questions.

1	2	3	4	5
Strongly Disagree	Disagree	Neutral	Agree	Strongly Agree

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Please tick (/) to the following questions.	**1**	**2**	**3**	**4**	**5**
1. The interface is interesting and attract you to use this application.					
2. The background color is good and suit for use.					
3. The button color is appropriate.					
4. The size of button is clear and suitable for this application.					
5. The font choice is appropriate to use.					
6. The color of text is appropriate to use.					
7. Margin of content is suitable with this application.					
8. The graphic icon can easily understand					
9. Spelling , punctuation, grammar are suitable					

PART B: Functionality of MTP mobile application

Please tick (/) to the following questions.

1	2	3	4	5
Strongly Disagree	Disagree	Neutral	Agree	Strongly Agree

Please tick (/) to the following questions.	**1**	**2**	**3**	**4**	**5**
1. The hotel function are function well, easy to understand and help me in finding location.					
2. The food function are function well, easy to understand and help me in finding location.					
3. The mall function are function well, easy to understand and help me in finding location.					
4. The interesting places function are function well, easy to understand and help me in finding location.					
5. The event function are function well, easy to understand and help you know all the event in Malacca.					
6. All the button is function well.					
7. The sign up and sign in site is function well.					
8. The flow of the mobile application is easy to understand.					
9. The content displayed with clearly					
10. The mobile application can be used without any problem					

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PART C: User Experience of MTP mobile application

Please tick (/) to the following questions.

1	2	3	4	5
Strongly Disagree	Disagree	Neutral	Agree	Strongly Agree

Please tick (/) to the following questions.	**1**	**2**	**3**	**4**	**5**
1. Overall, the application is easy to use and understand.					
2. The navigation flow of mobile application is suitable.					
3. The information that provided in mobile application is help you to travel in Malacca					
4. This mobile application can replace the printed travel guide (example: Local brochures, Guidebooks and others)					
5.This mobile application does not have any problem					
6. The information content is conveyed quickly and accurately					
7. Information from this mobile application is easy to read.					
8. This mobile application is suitable to be used in tour.					
9. The use of this application can attract attention.					
10. I am satisfied with this mobile application.					

Any suggestion or comment for this mobile application?

_____

_____

MY TRIP PLANNER (MTP) FOR TOURISM IN MOBILE APPLICATION

This survey is conducted to gather information on respondent's mobile application usage and the other features used apart from this travel application. I hope all the respondents give fully corporation by answer all the question.

All data is PRIVATE and use for study learning only!

Thank you for your corporation. I am very appreciate.

Section A: General Information

1) Gender:

- ☐ Man
- ☐ Woman

2) Age :

- ☐ < 18 years old
- ☐ 18-25 years old
- ☐ 26-40 years old
- ☐ > 41 years old

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3) Nationality :

- ☐ Malaysia
- ☐ Others:

State your country: _____

4) How often come to Malacca :

- ☐ First Time
- ☐ 2-5 times
- ☐ > 5 times
- ☐ Malacca Resident

5) Reason come to Malacca :

- ☐ Working
- ☐ Travel
- ☐ Study
- ☐ Others: _____

6) Where have you seen advertisements about interesting place of Melaka?

- ☐ Local brochures
- ☐ Guidebooks
- ☐ Tourist information center
- ☐ Newspapers / Magazines
- ☐ Billboards
- ☐ Internet/Mobile application
- ☐ Family / Friend
- ☐ Others:

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7) During the period of your trip, do you participate any event in Malaysia?

- ☐ Yes
- ☐ No

8) If yes, where have you seen advertisements about the event in Malaysia?

☐ Local brochures	☐ Guidebooks	☐ Tourist information center
☐ Newspapers / Magazines	☐ Billboards	☐ Internet/Mobile application
☐ Family / Friend	☐ Others:	

9) Do you have any travel application on your smartphone/tablet?

☐ Yes

☐ No

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10) Do you think the mobile travel application will give you advantages in your trip?

☐ Yes

☐ No

11) If yes, please describe how the application gives you advantages in your trip.

_____

_____

_____

_____

Part B: Functionality of mobile application

Please tick (/) to the following questions.

1	2	3	4	5
Strongly Disagree	Disagree	Neutral	Agree	Strongly Agree

Please tick (/) to the following questions.	**1**	**2**	**3**	**4**	**5**
1. This mobile application is easy to use and understand					
2. The navigation flow of mobile application is easy to navigate					
3. The information that provided in mobile application is help you to travel in Malacca					
4. The interface of mobile application is attractive					
5. This mobile application can replace the printed travel guide (example: Local brochures, Guidebooks and others)					
6. The hotel function are function well, easy to understand and help me in finding location.					
7. The food function are function well, easy to understand and help me in finding location.					
8. The mall function are function well, easy to understand and help me in finding location.					
9. The interesting places function are function well, easy to understand and help me in finding location.					
10. The event function are function well, easy to understand and help you know all the event in Malacca.					

Any suggestion or improvement for this mobile application?

_____

_____

_____

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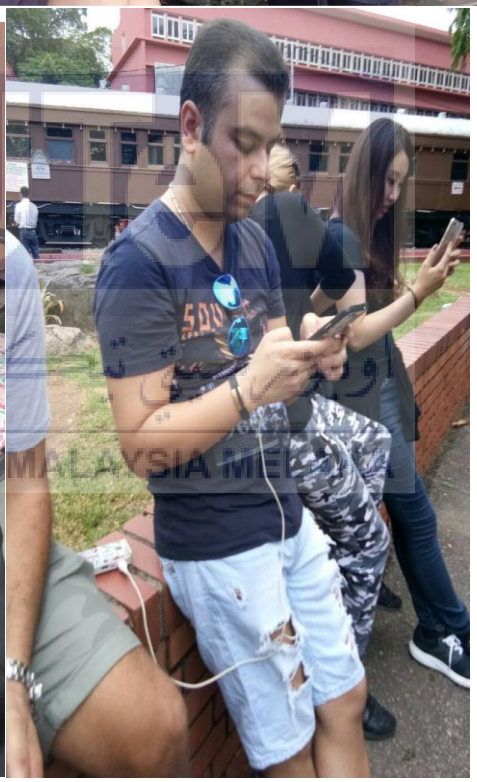

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