# IPHONEOGRAPHY IN MALACCA

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UNIVERSITI TEKNIKAL MALAYSIA MELAKA

# IPHONEOGRAPHY IN MALACCA

## NUR SYUHADA BINTI LATFI

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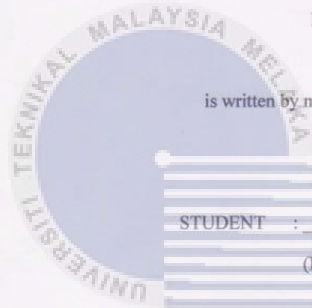
Bachelor of Computer Science (Interactive Media)

FACULTY OF INFORMATION AND COMMUNICATION TECHNOLOGY

UNIVERSITI TEKNIKAL MALAYSIA MELAKA

2016

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I hereby declare that this project report entitled

**IPHONEOGRAPHY IN MALACCA**

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

STUDENT      : _____      Date: 17/8/2016

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

SUPERVISOR: _____      Date: 17/8/2016

(EN MUHAMMAD HELMY BIN EMRAN)

ii

**BORANG PENGESAHAN STATUS TESIS**

JUDUL: IPHONEOGRAPHY IN MALACCA

SESI PENGAJIAN: 2015/2016

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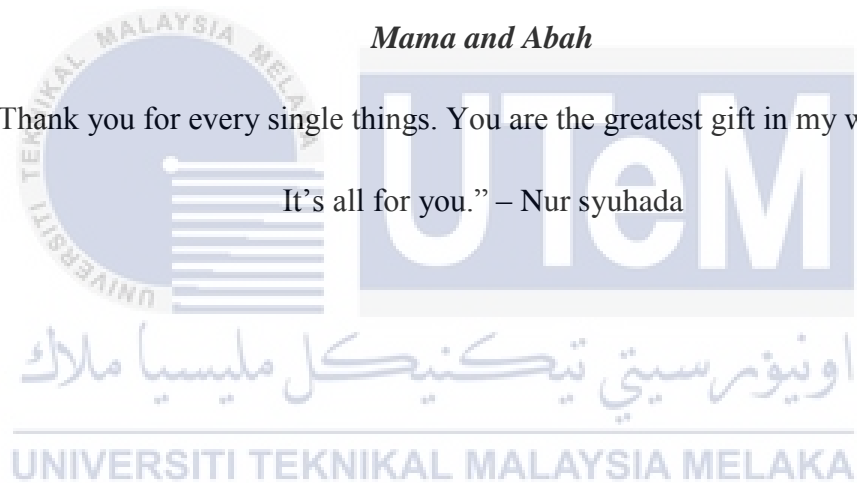Tarikh: 17/8/2016                      Tarikh: 17/8/2016

# DEDICATION

To

### *Mama and Abah*

"Thank you for every single things. You are the greatest gift in my whole life.

It's all for you." – Nur syuhada

### *Dear Best Friends*

"You always be there when I need a help.

You're my best buddies in the world." – Nur Syuhada

**Acknowledgments**

Assalamualaikum w.b.t.

# Abstract

Modern lifestyle tend people involve in technology in everything they do from the beginning of their day. A simplest technology use every day was alarm clock by using smartphone. Smartphone nowadays come with many function to make life simple and almost replace everything. For example, digital clock replace alarm clock with battery, manual calendar already replaced with digital calendar on smartphone and the biggest thing that smartphone can do was replaced a big and heavy camera like DSLR camera with camera smartphone that can with many function and getting better every day. This project will develop an interactive content iBook about iPhone photography in Malacca that will discuss about the composition of photography in easy and simplest way using only smartphone camera. An interactive book become popular and demand for its keep increasing as interactive book consists of multimedia element such as text, graphic, video and animation compared to old style book that only consist of text and graphic only. This will attract readers' attention to read a book beside they can gain more knowledge in exciting way.

**Abstrak**

Gaya hidup moden menyebabkan setiap orang terlibat dengan teknologi sejak dari permulaan hari mereka pada setiap hari. Teknologi yang paling mudah yang dapat kita tengok pada setiap hari adalah dengan penggunaan jam penggera menggunakan telefon pintar. Pada masa kini pula telefon pintar datang dengan pelbagai fungsi untuk memudahkah kehidupan dan hampir menggantikan semua perkara. Sebagai contoh, jam digital telah menggantikan jam mengunakan bateri, kalendar manual dengan kalendar digital di dalam telefon pintar dan perkara terbesar telefon pintar boleh lakukan adalah dengan menggantikan kamera yang besar dan berat seperti kamera DSLR dengan kamera di dalam telefon pintar di mana fungsi nya sentiasa dinaiktaraf setiap hari. Projek ini akan mengembangkan isi kandungan yang interaktif menggunakan iBook iaitu mengenai fotografi menggunakan iPhone di Melaka yang akan membincangkan mengenai komposisi fotografi di dalam cara yang paling mudah dan senang dengan hanya menggunakan kamera telefon pintar. Buku interaktif semakin popular dan mendapat banyak permintaan kerana buku interaktif mempunyai elemen multimedia iaitu teks, grafik, video dan animasi berbanding buku cara lama yang hanya mengandugi teks dan gambar sahaja. Hal ini pasti boleh menarik perhatian pembaca untuk membaca buku di samping dapat menambah ilmu pengetahuan dengan cara yang menarik.

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# CHAPTER I

**INTRODUCTION**

## 1.1    Project Background


Iphoneography in Malacca is a title of this Projek Sarjana Muda (PSM) or Final Year Project (FYP) that stands for iPhone photography in Malacca. Why chooses iPhone to study for? This is because IPhone 6s comes with many new function and upgraded from older IPhone especially in camera setting. For example, live photos which means can add motion and sound to still photos. Not only that, iPhone 6s also offer 4K camera that make us can shoot the video resolution that are high resolution than High Definition(HD) camera. There are many choices that can be choose at the camera whether we want to take normal photo, time-lapse, slo-mo, video, square and panorama. There are also we have choice to take a picture with a HD or normal because there are setting to take a High Definition Range (HDR) photo. There also have a flash so that we can take a photography at night. In the settings of camera, we can on or off the grid, so that it make us easier to take a photograph because we can apply one third rules. Next, we also can set the resolution to record the video whether 720p HD at 30fps, 1080 HD at 30fps, 1080 HD at 60fps and the highest resolution that are standard with DSLR camera which are 4K at 30 fps. But there only have two settings to record a slo-mo video which are 1080p HD at 120fps and 720p at 240fps. Malacca as a place to be investigate because as we know Malacca is one of the smallest state in Malaysia that are full of historical places. Malacca also has become one of the attractive places for tourist because of the uniqueness and have many beautiful places. But, sometimes the tourist only will go to the same places such as Banda Hilir and Pantai Klebang and will take a same spot to take a photograph. Many of them did not know actually there are many more places that are very beautiful to take a photograph with some technique.

IBook Author (iBA) is an e-book authoring application by Apple Inc. Documents created with iBook Author may be exported as PDF files or published to the Apple iBook Bookstore. IBook Author is available free of charge. So, I will use this platform to investigate how interactive books will help boost Melaka as an urban photographic choice among visitors as documents created by iBook author including text, fonts, colors, maps, foreground and background images, interactive widgets, and charts. I also can use another additional widget that are supported by IBook author. So, it make easily to user to navigate the books and can look up for real picture. In this interactive book also will be have a picture with a description of that picture to guide the user like what time of photograph had been taken, which places with attachment of maps and coordinate, an aperture that are using, what props are using, what kind of editing are been used and which angle are been used.

## 1.2    Problem Statement

i)    The current available interactive book does not guide user to take photography using smartphone. This is because mostly many of the research at the website to take photography using Digital Single-Lens Reflex (DSLR) camera.

ii)   There are no current interactive book regarding photography that consist an element media such as video, audio and animation because mostly just a research paper or an e-book that reader just only can read it online.

## 1.3    Objectives

This project was developed to fulfill these objective:

i.     To study about photography using smartphone iPhone 6s and interactive book in term of composition of photography.

ii.    To develop interactive book regarding iPhone 6s composition photography in Malacca.

iii.   To study user acceptance towards interactive book about photography using iPhone 6s.

## 1.4   Scope

This project will focus specifically on these scopes:

i.     The type of camera that will be use which is Iphone 6s.

ii.    The operating system that will be use is iOS 9.3.1.

iii.   The specific targer users are iPhone 6s user aged 20-40.

iv.    Software used in ibook author, bookry widget, picasa3, SketchUp3D,Books Widget and adobe after effect.

## 1.5   Specific User

There are two main target user:

i.     Malacca tourist.

ii.    iPhone users

## 1.6   Project Significance

There are many significance and benefit that can be achieve if the project are successfully done especially the beginner that really interested with photography.

## 1.7   Conclusion

Upon completion of this project, the use of camera smartphone especially camera iPhone 6s can be widely use and can make user interesting to know more about camera smartphone. At the same time, this project will make an interesting interactive photo book using iBook author that can be help to make user to attract to explore Malacca more. In the chapter 2, details about the similar research that have been done before will be discussed along with the project flow.

**CHAPTER II**

**LITERATURE REVIEW AND METHODOLOGY**

## 2.1 Introduction

This chapter will discuss more detail about the technique of photography. There are many things that should be covered when discuss about technique of photography. One of the techniques is about composition of the picture that we are going to capture. Composition of the picture including rule of third, balance image diagonally, leading line, follow direction movement, focus eyes in the portrait, follow gaze of the subject, keep it simple, make use of empty space, fill the frame and many more. But the focus of the investigation in this project only six which are leading line, rule of third, fill the frame, balance and symmetry, shape and pattern. These will discuss more in the next paragraph.

## 2.2 Domain

### 2.2.1 IPhone 6s

**Figure 2.1: IPhone 6s**

Figure 2.1 is a picture of iPhone 6s which are a smartphone designed by Apple Inc. This smartphone was announced by Apple Inc. Ceo, Tim Cook at the Bill Graham Civic Auditorium in Sans Francisco. The iPhone 6s improved hardware specifications including 3D touch, a force-sensitive touchscreen, upgraded ear-facing and front –facing cameras, second-generation fingerprint and many more upgraded from older iPhone. According iPhone User Guide for IOS 9.3.1 in figure 2.2.2 that we can get free by download on iTunes, there have 247 pages that discussed about the camera function for iPhone 6s. This is means that are there are many function and advantage of this camera smartphone should be explore by iPhone user that surely will be waste if they did not read the guide. The function that have been discussed about this camera smartphone was iSight camera which user can take still photos. This camera of smartphone also offers user to let them shoot stills, square-format photos, panoramas, time-lapse, videos, and slow-motion video. User also can take panorama, HDR (High Dynamic Range) and many more if user go to setting camera.

**2.2.2    Photography**

Topic that will be discussed is about the technique and theory of photography especially when using a smartphone camera that will produce a nice shot of photograph. The focus in this interactive book and will be the chapter in the book is about the composition of picture. The references that will be used to discuss is searching through research paper, book from online library, website and also through YouTube that already provide many information about the latest tips about photography using camera smartphone IPhone 6s. For example, using grid to take photo, focus and recompose, incorporate layer and texture for example using different background or using different texture like fur. Not only that, there also tips that we can use High Dynamic Range (HDR) to get a HD image, avoid digital zoom and also can activate panorama.

**2.2.3    Composition Photography**

In photography, there are several guidance in composing the subjects based on books:

i)      Leading Line

**Figure 2.2: Leading Line**

Leading lines draw the viewer's eye to the point of interest or help create the illusion of depth and distance in a composition.

ii)     Rule of Third



**Figure 2.3: Rule of Third**

The basic principle behind the rule of thirds is to imagine breaking an image down into thirds (both horizontally and vertically) so that we have a grid with 9 squares. The theory is that if we place points of interest in the intersections or along the lines of the grid, our photographic composition becomes more balanced and will enable the viewer to interact with the image more naturally. According to M.E Thomas (2010) when viewing images, people's eyes first go to the intersection points on this imaginary grid rather than to the center of the shot. Therefore, using the rule of thirds works with this natural way of viewing an image rather than working against it, helping us to create dynamic compositions.

iii)    Fill the Frame

**Figure 2.4: Fill the Frame**

Richard D. Zakia (2011) said we can improve our skill of photography by 100%, if we can move closer. This is because we want to make sure that there is no disturbance of other subject and just focus in our subject. By filling the frame from edge to edge also actually make us easier because we know what we want to focus and can blur others or move closer. We can use this type of composition by using telephoto lens or move the closer you can to subject.

iv)    Balance and Symmetry



**Figure 2.5: Balance and Symmetry**

David A Page (2011) has said that balance and symmetry also called formal balance. This is because each side of the vertical center of the photograph has equal

weight and similar or exactly the same shape, texture, and value contrast. According to Ruth Bernhard that almost every single thing that we walk on, plants, creatures, and the cloud above dissolving into new formations that can give cosmic harmony.

v)      Shape



**Figure 2.6: L-Shape**

Shape is the most fundamental element of design. If we look at a photograph and take away its pattern and color, we will be left with just the basic shape or outline of the objects in the scene. We can identify the object just by its shape alone. According Frank (2012) most photographers' use front lighting or backlighting to define and emphasize the shapes in their images. Backlighting can creates a silhouette which eliminates the texture and pattern of the photograph leaving behind a stark outline and shape and can make our picture more interesting to explore and have their own stories.

vi)     Pattern



**Figure 2.7: Pattern**

## 2.3    Existing iBook (interactive book) about the iPhoneography or Photography

The entire apple user that includes MacBook, iPad and iPhone can purchase the iBook in the iTunes at the app store.  I had been searched that almost more than 30 books about photography in the library iTunes including portrait photography, street photography, basic photography and also composition of the photography. Unfortunately, there is no iBook that discuss a photography in term of mobile photography and iPhone photography. So, I decided to investigate and produce an interactive book that will teach

a user that photography is an art that is simple and there is no need for them to buy expensive camera to get a beautiful picture. If they follow the technique composition, they also can produce beatifically picture. So, I have been choose randomly an iBook that related to my investigation which are:

i)      Photography Composition
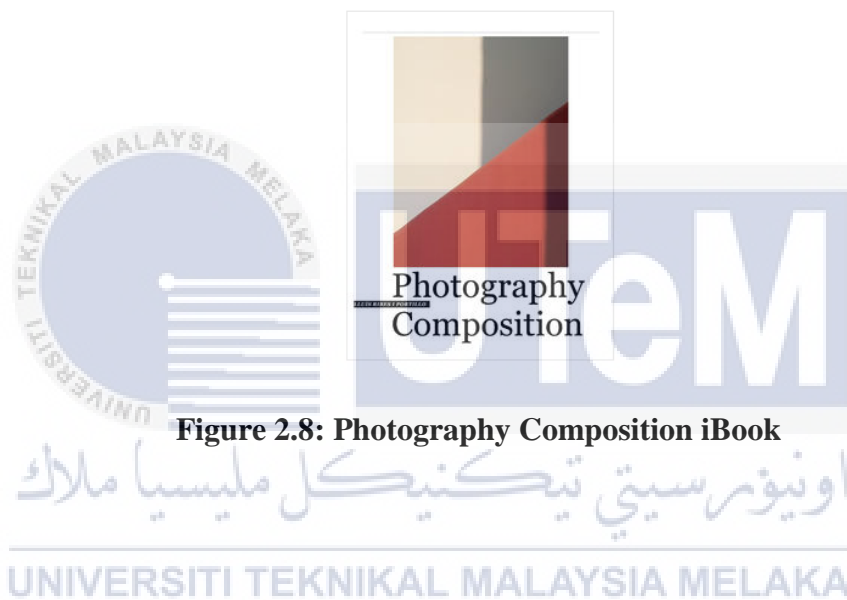


**Figure 2.8: Photography Composition iBook**

ii)     The Five Stops of Photography
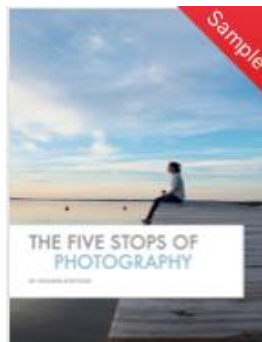
**Figure 2.9: The Five Stops of Photography iBook**

iii)    Photograph



**Figure 2.10: Photograph iBook**

All of these above book are only sample because they need to purchase first. The first book is about photography composition like in Figure 2.8. This book is the only book that is very close to my investigation because this book also discuss about photography composition. These books consist of 13 chapters that discuss all about the composition. Next is the five stop of photography in Figure 2.9 which the books are discuss about five things that writer think important in photography which are program, shutter, aperture, manual and ISO. Figure 2.10 Photography is a third book that discussed about tips of

photography and photo editing software that are effective to use. But mostly all of this interactive books are using DSLR camera and use several of DSLR camera that for sure are difficult to follow. This is because different type of camera have different function.

### 2.3.1 Comparison existing research paper about photography

There is several ways to take a photograph whether we want to take by using DSLR, compact camera or the simplest way is by taking using our smartphone camera. J Dennis Thomas (2014) in his books Rural and Decal Photography have been note that the chances to get the great picture are wide because our smartphone always be with us and also the camera smartphone nowadays mostly can produce high quality image. Not only that, there are assorted thing that have been sell nowadays to improve the flaw of the camera smartphone such as our camera smartphone cannot take a picture that are long exposure or wide angle of environment, but there already produce lenses that we only just clip at the camera and the camera can take wide angle of picture. There are a lot of technique and theory about photography that has been discussed around the world to get the most of beautiful photograph. But, photography also one of the art that will have no specific rules that all people should follow because sometimes when break the rules also can produce an amazing picture or photograph. But, mostly we should follow the rules. There will be large areas should be covered if we want to follow the entire rule for photography. According photographic power-Helsinki photo media (2014), the perspective is very important in photography because it will represent sort of thing. For example, flattening space give effect to the viewer compare to not flat space that gives attraction to many places to viewer where their focus should. The flatten space become more telling to viewer.

## 2.4    Project Methodology

The best and suitable methodology that has been used to develop this interactive book is ADDIE Model Life Cycle because this life cycle consists of Analysis, Design, Develop, Implementation and Evaluation.

**i)**    Analysis

Analysis process started when we decide to use the most suitable tools to develop and deliver the project. Some objectives have been made to make sure the project is in the right track. Some method to get the information about the interesting places by doing research through internet, books, visiting places that stated and also by doing an interview to former Malacca people. We also have made a research that what kind of suitable project that suitable and can achieve objectives for example the photography that we focus are mainly about the technique of the composition.

**ii)**    Design

Design phase was started by sketching rough idea where the route can get a beautiful shot and picture, where the places that we can capture a picture according the composition that we will be followed deals with the designing the interactive books, the layouts, the graphics, interfaces, the media uses and the widget that will be provided in the interactive books whether using the widget that already in the iBook author or will be download from the free source like Bookry.com and Books widget. Some of the software that will be used during the designing phase is Picasa 3, SketchUp3D, adobe after effect and IOS 9.3.1. They're also about how design of iBook, what the content of

the iBook, the widget that are suitable to be use in the book and how user can navigate the interactive book.

### iii) Develop

This phase consist of many work to have been done which include creating the interactivity according to the design that has been discuss in design phase earlier. The information's on how picture is taken will be putting into the interactive books including all the media materials. This phase also include go to the specific places that already have been study before which are Masjid Cina, Eye-On Beach, Ayer Keroh Lake, Sungai Rambai and take the photograph. Not only that, all the photo-shoots picture will be editing by simple filter and has been analyze and separate by according their composition whether they are leading line, rule of third, fill the frame or balance and symmetry. All the picture also should has the information which are what size of the image, what aperture that has been used, what time the picture taken, what the GPS of the exact picture and many more to give the user instruction and information that they can follow to get the same picture and also can apply the composition.

### iv) Implementation

Implementation phase is a phase whereas this interactive book have been started to develop after we already analyze and design in the previous phase.

### v) Evaluation

Evaluations phase will be held during the second final year project phase. This phase to help the project to improve the interactive books by doing some testing to reader and get their feedback after implementation phase already done.

## 2.5    Project Requirement

### 2.5.1    Software Requirement

The software that has been used during the implementation of projects is:

  i)        IBook Author
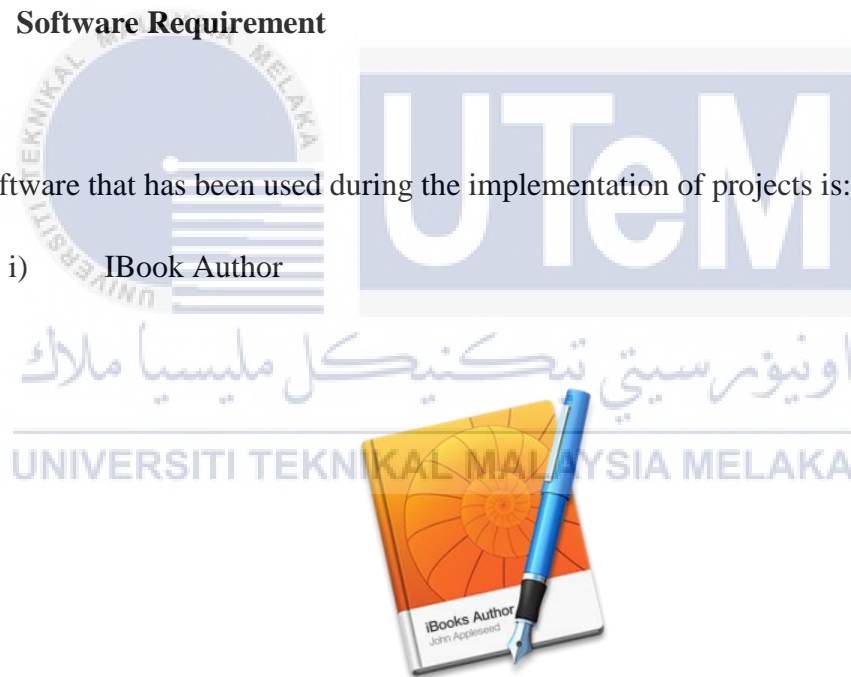


**Figure 2.11: iBook Author**

Function: Function: To develop the final product

  ii)       Bookry Widget

**Figure 2.12: Bookry Widget**

Function: An additional widget that will be used that will not have in the iBook

Author widget like Google maps, Games, interactive gallery.

iii)    IOS 9.3.2



**Figure 2.13: IOS 9.3.2**

Function: Software requirement for iPhone 6s.

iv)    Picasa 3



**Figure 2.14: Picasa 3**

Function: To simple editing the picture that has been taken

v)       SketchUp3D



**Figure 2.15: SketchUp3D**

Function: To model the 3D iPhone 6s to be insert in the 3D model widget.
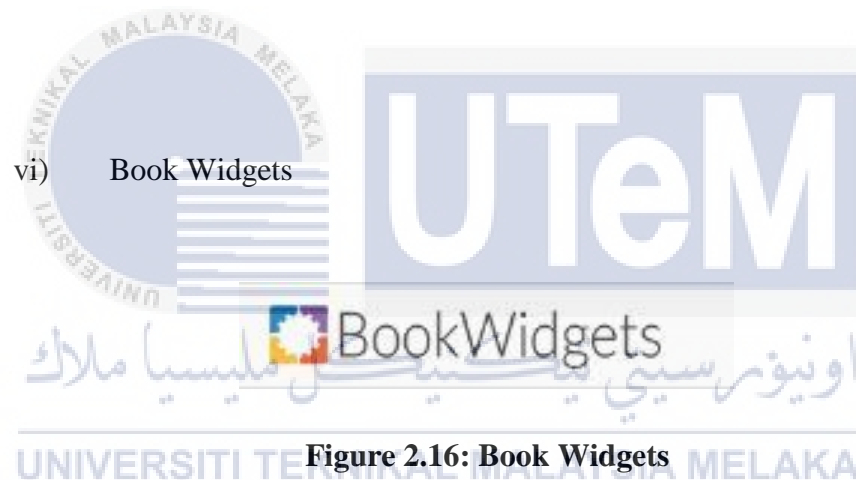
vi)      Book Widgets



**Figure 2.16: Book Widgets**

Function: An additional widget that will be used that will not have in the iBook author widget like Google maps, Games.

### 2.5.2   Hardware Requirement

The hardware that has been used during the implementation of projects is:

i)       MacBook Pro

**Figure 2.17: MacBook Pro**

Function: To produce an interactive book which are using iBook author

ii)      Laptop Lenovo



**Figure 2.18: Laptop Lenovo**

Function: To make a documentation related chapter 1, chapter 2, chapter 3 and chapter 4, chapter 5, chapter 6 and chapter 7.

iii)     iPhone 6s

iPhone 6 Ⓢ

**Figure 2.19: iPhone 6s**

Function: To take all the picture and as an investigating hardware
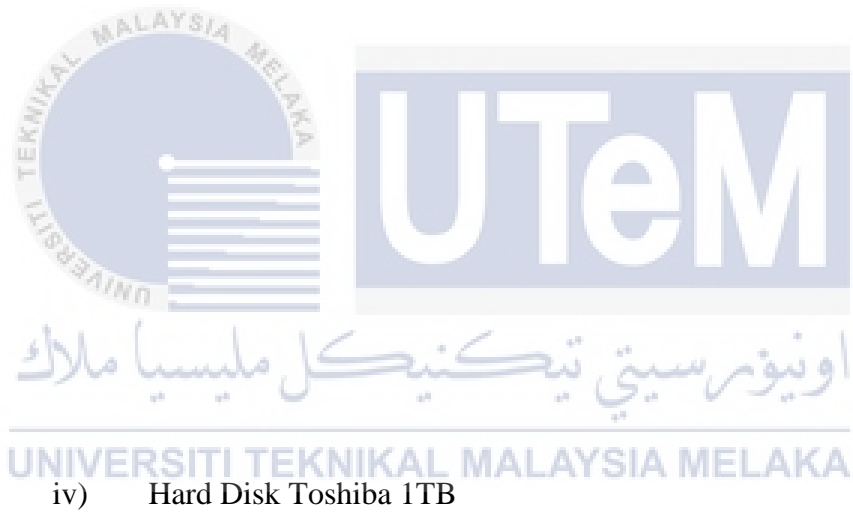


iv)     Hard Disk Toshiba 1TB



**Figure 2.20: Hard Disk Toshiba 1TB**

a) Function: To back up all the related to this final year project

## 2.6 Conclusion

Upon completion of this chapter, there will be a lot of discussion about comparison of previous existing interactive book or any previous book related to the technique or theory photography. In this chapter also has been discussed about project methodology that will be implemented for this interactive book. There are also have a discussion on what type on software and hardware that will be used in this project. But, for further analysis and discussion in the next chapter.

**CHAPTER III**

**ANALYSIS**

## 3.1   Introduction

In this chapter, the topics that will be discussed are current scenario analysis, requirement analysis, project requirement, software requirement, hardware requirement, other requirement and the conclusion for this topic. In the requirement analysis, specific design will be detailed out and the proposed interactivity in the iBook will be show. In the project development, there will be detailed about analyzes existing system, comparison and more. Then, there will be listed software, hardware and others requirement needed to complete this project.

In order to develop certain project, the first thing that we must know was the requirements for software, hardware and user that will involve in this project. The software requirements for this project are iBook author, Adobe after Effect CS6, Bookry widget, Microsoft Office Word 2013, Books widget and IOS 9.3.1. While, the hardware requirements which are needed for developing the project were laptop, MacBook Pro, iPhone 6s and wide lens.

The importance of the analysis phase is to decide which software and hardware requirement is important to perform this project. Online books, website, tutorial video on YouTube and ask from the iPhone user was a technique on how the extraction of data and information was done. Last but not least, there will be a conclusion of this topic at the end of the chapter to conclude about the analysis phase.

**3.2    Current Scenario Analysis**


This section is to discuss about the current scenario or existing interactive book that have been developed. All the data and information are gathered to analyze the advantage and disadvantage or weakness of the existing interactive book. This is very important as we could know what the advantage that we could follow and improvised it and know the weakness or disadvantage. So, we can enhance the quality by develop an interactive book that reader friendly and can attract reader easy to understand.


**3.2.1    Analysis of System to be developed**


**3.2.1.1    Existing iBook: Photography composition by Lluis Ribes**

As mentioned in previous chapter, this book is the nearest book to this investigation of project. This is because this book also discuss about the photography composition. There are almost more than 30 books about photography in the library iTunes including portrait photography, street photography, basic photography and also composition of the photography. But there is need to purchase first to get full access to

the content. I had downloaded the sample version of existing iBook about photography. So, this book is the best book to be compared and can be a reference to improvises to a better interactive book. This book covered 13 chapter about photography composition which is angle, perspective, fill the frame, lines, shapes, and the rule of the gaze, the rule of the horizon, symmetry, color, framing, empty space, lines and depth of field. In this interactive book, author did not included all multimedia elements like audio, video and animation. This book is compact with text and a one or two graphic which images for an example of the composition that author being explained. Author also did not tell which location that he capture the photograph, what time the image have been capture, or what kind of editing application he is being used. On top of that, author also did not add any interactive widget, games or quizzes in this interactive book. This kind of interactive book can make reader lose their interest towards learning the photography composition especially for an amateur photographer that are totally zero knowledge about essentials of photography composition. Figure 3.1 show the flowchart of this interactive book that show that the navigation of this interactive book is only from main page it can enter chapter 1,2,3 and up until chapter 13 explain about the chapter without involving multimedia elements other than text and images.

**Figure 3.1: Photography Composition iBook by Lluis Ribes**
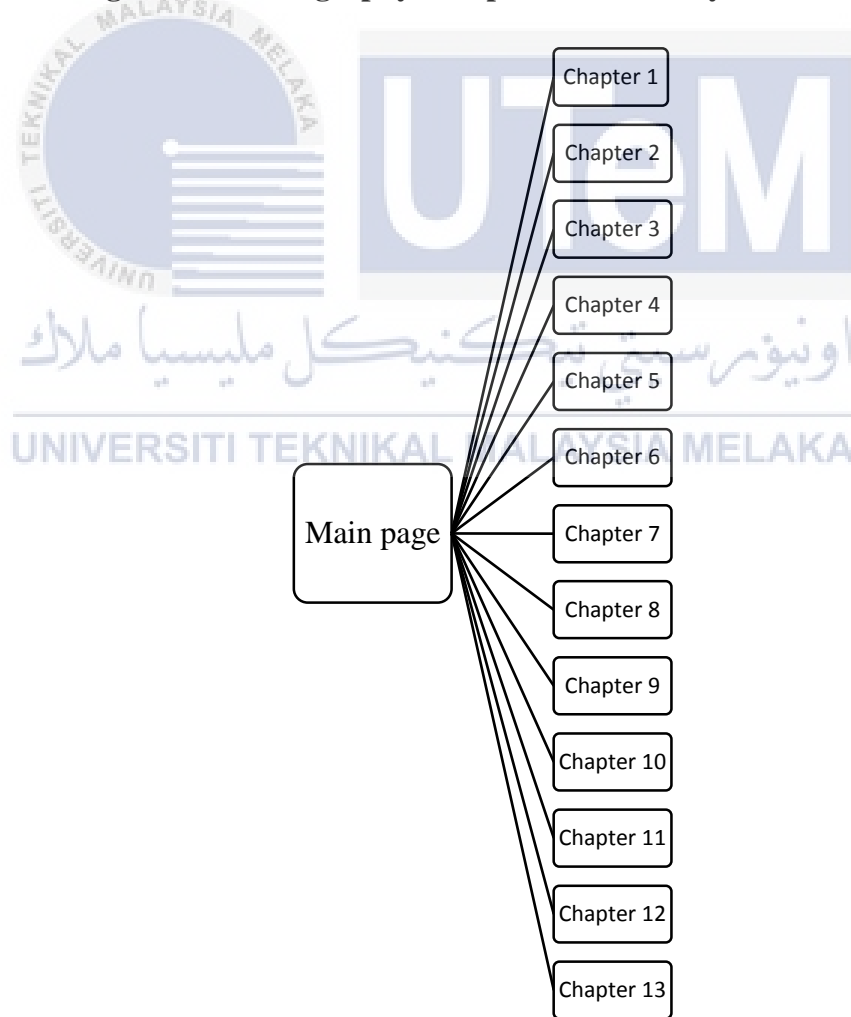
**Figure 3.2: Existing Interactive Book Flowchart**

### 3.2.1.2    Advantage and disadvantage photography composition by Lluis Ribes

**Table 3.1: Advantage and Disadvantage Photography Composition by Lluis Ribes**

| Advantage | Disadvantage |
|---|---|
| - Reader will get many input about photography composition because there is a lot of input that author gave in the notes | - Text and image only |
| - Easy to navigate because the interactivity only go to the next page same as in textbook | - Reader cannot know the depth of their understanding because there is no quiz |
| | - Limited example image for each type of composition |
| | - There is no games |
| | - There is not used of any widget for example maps, interactive gallery and pop over |
| | - Reader doesn't know the location of the image captured. |

### 3.2.1.3    Navigation of iPhoneography in Malacca

The proposed interactivity that allow reader to navigate are:

i)  3D models of iPhone 6s that allow reader to navigate freely the model to see roughly iPhone 6s.

ii) Pop-over image. If the reader touch the image on the iBook, there will be pop-over that will explain the function of wide lens and shutter.

iii) Interactive image for the screen of camera. Ex: reader touch for filter, the image will go deeper to show where filter is and give details about the filter.

iv) Google maps that allow reader to know where the location of capture images by clicking the attached maps.

v)  Interactive timeline show total of 6 picture in one tiles. If the reader touch the picture, the picture will become big and there will be an info button that will show the details of the picture such as aperture, time, brightness and the use of flash.

vi) Games widget that consists of 6 game that allow reader to play game based on the previous chapter and picture.

vii) Quiz allow reader to check the understanding about the content of the iBook.

Below are the comparison table between iPhoneography iBook that are being developed with the existing iBook which are Photography Composition (Table 3.2).

**Table 3.2 Comparison iPhoneography in Malacca and Photography Composition**

| Comparison | iPhoneography in Malacca | Photography composition |
|---|---|---|
| Tools to capture picture | iPhone 6s | DSLR |

| | | |
|---|---|---|
| Chapter | Main focus with six chapter to discuss composition. | Consist of ten chapter to discuss the composition. |
| Interactivity | There are a lot of interactivity for reader. | There is no interactivity. |
| Place | Specific places that are around Malacca and have attached maps. | Random places that are beautiful and there is no mention where the places are. |
| Content | Consist more picture than text | Consist more text than picture |

### 3.2.1.4    Comparison Flow of The iBook's

The iBook that will developed will teach reader about composition in photography. The purpose almost the same but the main focus of the iPhoneography in Malacca books is to promote Malacca while teach the reader about composition in

photography using camera smartphone. Below Table 3.3 are the basic different flows of iPhoneography in Malacca and photography composition.

**Table 3.3: Comparison Flow iPhoneography and Photography Composition**

| iPhoneography in Malacca | Photography composition |
|---|---|
| Reader can choose to view the video intro or skip and proceed to notes. This will be refreshing to reader to view the video duration 8s. | Reader straight goes to introduction about photography composition. |
| Reader will be exposed to the places in term of history of the places and where the coordinate of the places (in GPS) where the picture have been taken, so the reader will have an idea how to take the picture. | Reader did not know where picture have been taken. |
| Reader will be exposed with more picture to show the composition rather than text to explain about the composition. So, reader will have more idea and how to take picture in simplest way. | Reader have to read more text to understand about composition. |
| Reader can play games about composition technique or about the iPhoneography to know about their understanding of this book. | There is no games to entertain reader attention. |

| | |
|---|---|
| This also can avoid reader for being bored. | |
| Reader can test their knowledge about composition technique and about this iPhoneography book by take a quiz. | There is no quiz to test reader knowledge. |

This project developed mainly focusing on the amateur photographer, iPhone user, and tourist in Malacca. This project might improve the existing iBook or eBook besides can help amateur photographer to know the basic composition in photography, help iPhone user the closure and advantage their iPhone, and also can expose to tourist interesting places in Malacca. By using these iBook, the aim can give more information to reader.

The existing iBook are not really interesting because there are not many navigation involve for user. The iBook only consist of text and picture and only one or two book that included video or audio. So, the iBook are almost the same as eBook if not many interactions with reader. This is wasteful as iBook author come with so many widget that can attract reader attention such as interactive gallery, 3D model, pop-over, keynote, html and video. So, by existence this project that consist many interaction with user, it might can attract reader attention to read the book and feel that photography is simple and they also can capture picture beatifically. Not only that, this project might also can attract tourist attention since this project are promote Malacca in direct while teach reader about iPhone photography.

**3.3    Requirement Analysis**

**3.3.3    Others Requirement**

The other requirement that may include in this analysis phase are research and questionnaire. The questionnaire will be distributed once the project have been tested by the user.

**3.4.    Specific technique**

**3.4.1    Widget**

iBook author have provide 9 widget for being used to develop an interactive book which are keynote presentation, interactive image, interactive gallery, scrolling sidebar,

pop-over, media, chapter review, 3D image and HTML module. We are not compulsory to use all the widget provided, but we can use suitable widget at suitable places. Sometimes, we also need to import other widget that are supported by iBook author. For example from Bookry widget and book widget. From these widget, there are almost more than 20 widget that can be used by author to complete their interactive book. For example of this class widget is Google maps widget, assorted games widget and quizzes widget.

**3.5    Project Schedule and Milestones**

**3.5.1    Flow Chart**
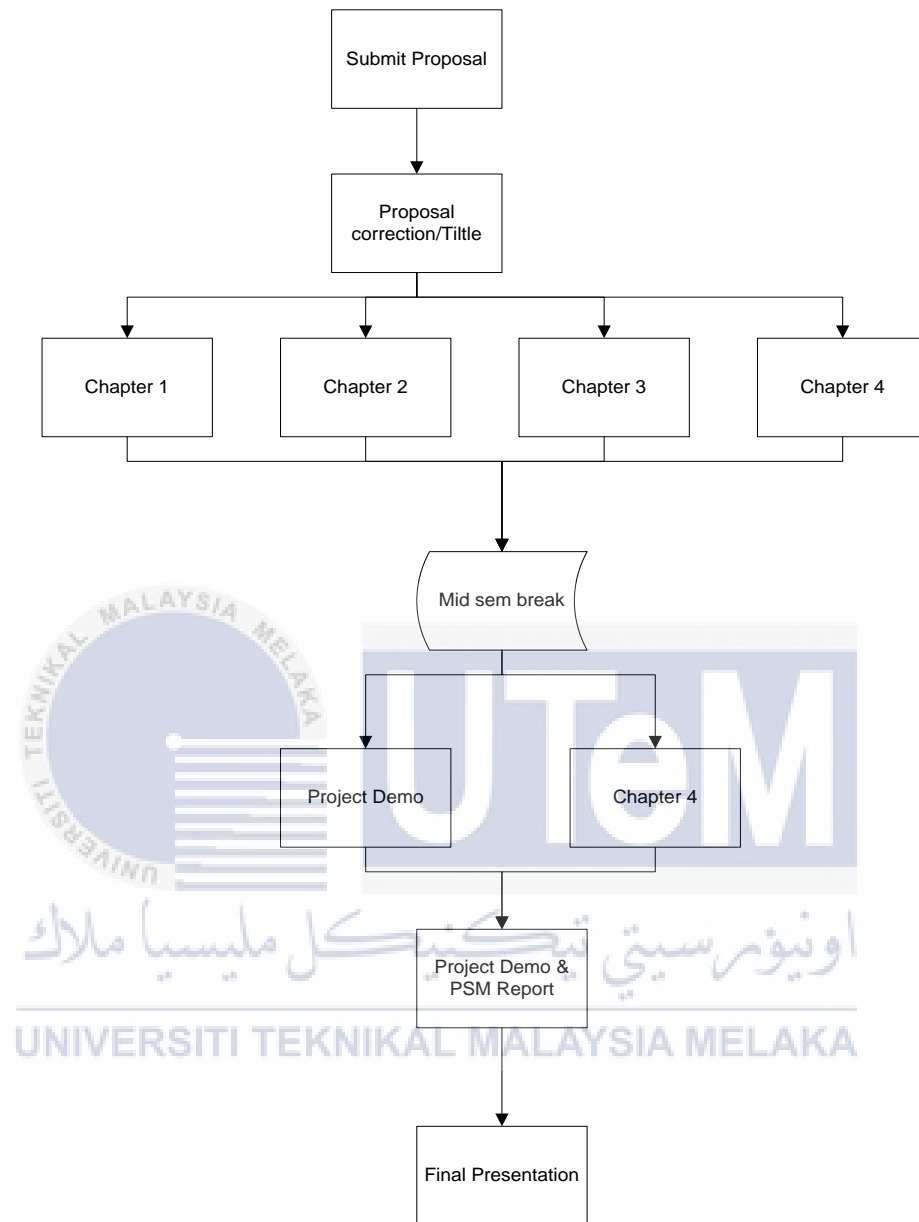
**Figure 3.3: Flow Chart**

**3.5.2    Gantt Chart**

**Table 3.4: Gantt chart**

| Description of Task | Weeks | | | | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 |
| Confirmation of Supervisor and Project Title | X | | | | | | | | | | | | | | | |
| Submission of Project Proposal | X | | | | | | | | | | | | | | | |
| Information Gathering and Research for Chapter 1 | | X | | | | | | | | | | | | | | |
| Submit Chapter 1 - Introduction | | X | X | | | | | | | | | | | | | |
| Explore and Make Research for Chapter 2 | | X | X | | | | | | | | | | | | | |
| Submit Chapter 2 - Literature | | X | X | | | | | | | | | | | | | |
| Review and Complete Project Methodology | | | X | | | | | | | | | | | | | |
| Modification of Chapter 1 & 2 and Submission of Chapter 1 & 2 | | | X | | | | | | | | | | | | | |
| Analyzation of Project Requirement and Information Gathering for Chapter 3 | | | X | | | | | | | | | | | | | |
| Create the plan how the book navigation – Start to sketch roughly, find the place to capture the photo. | | | | X | | | | | | | | | | | | |
| Confirm the sketch and improvise | | | | X | | | | | | | | | | | | |
| Get Approval place to capture, sketching and Submission of Chapter 3 | | | | X | | | | | | | | | | | | |
| Show the photo have been taken and get approval. | | | | | X | X | | | | | | | | | | |
| Improvement on the photo and technique photo has been taken to be put in Chapter 4 | | | | | | X | | | | | | | | | | |
| Input Design – The Content of interactive book like, the arrangmenet of picture and widget. | | | | | | | X | X | X | X | | | | | | |
| Project Evaluation Part 1 | | | | | | | | X | X | | | | | | | |

| Design and edit all picture, widget and media that will be used in the book. | | | | | | | | ▓ | ▓ | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Submission of Chapter 4 | | | | | | | | | | ▓ | | | | | | |
| Project Implementation Analysis | | | | | | | | | | | ▓ | | | | | |
| Completion & Submission of Full Report | | | | | | | | | | | | | | ▓ | ▓ | |
| Presentation of PSM 1 | | | | | | | | | | | | | | | | ▓ |

## 3.6 Conclusion

Wrapping up, the analysis phase and all requirement have been analyze in this chapter. This chapter is important as in this chapter we will know the weakness and the strength of our project that will develop. The project schedule and milestone also have been clearly shown. The next chapter will be details out and discussion about the information for high level phase which are design phase for this project.

**CHAPTER IV**

**DESIGN**

**4.1    Introduction**

This chapter is a about design phase that one of the essential phase in any project development as at this phase we will know roughly how the project looks like because in this phase we will design on how the interactivity and navigation will occur. Preliminary design will explain about the interface and widgets of the project that have been discussed in previous chapter. Multimedia elements that involve in this book like text, images, sound, video and animation also will discussed in this chapter.

## 4.2. Design process

Design process is a step by step to design a whole project from navigation and interactivity of the iBook. It is the series of flow process from start to finish to make the project will develop smoothly. Not only that, this process should be clearly stated the interface design and all important step in the development process.
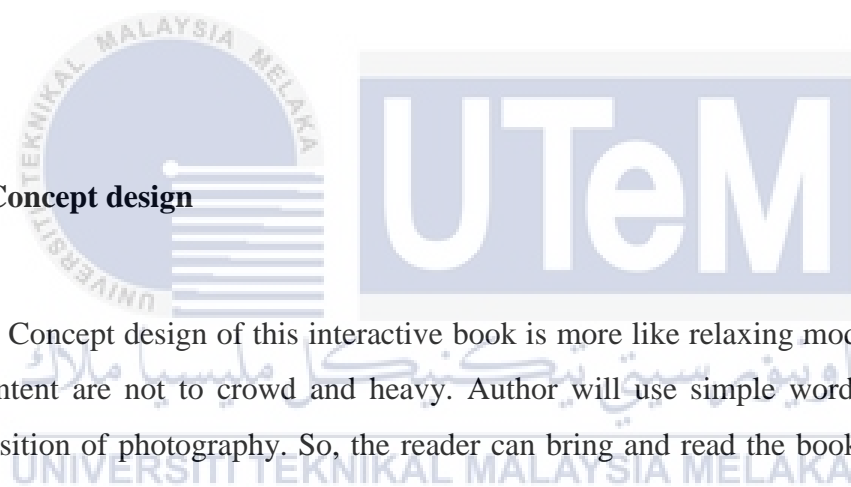
## 4.3 Design architecture

Design architecture is a way to show the basic flow and navigation of the iBook. This iBook will be able to be used in MacBook, iMac, iPad and iPhone because in this apple product already have installed iBook application to give reader read the book that can be purchased through iTunes. All Apple user can purchased this interactive book for their reading material.

## 4.4    Preliminary design

Preliminary design also called as conceptual design. This means, at this phase there will be implementation of designing concept. Author will determine the concept and design are based on what his wants the project looks like. So, our project will look clearer. In this stage of development, the preliminary design is divided into four categories which is concept design, storyboard design, color design and topic layout.

### 4.4.1 Concept design

Concept design of this interactive book is more like relaxing mode which means the content are not to crowd and heavy. Author will use simple word to explain the composition of photography. So, the reader can bring and read the book anywhere and everywhere because the content of the interactive book are very simple and easy to understand and apply.

### 4.4.2    Storyboard design

Storyboard is sketch of project to get the idea on how the project will be present.
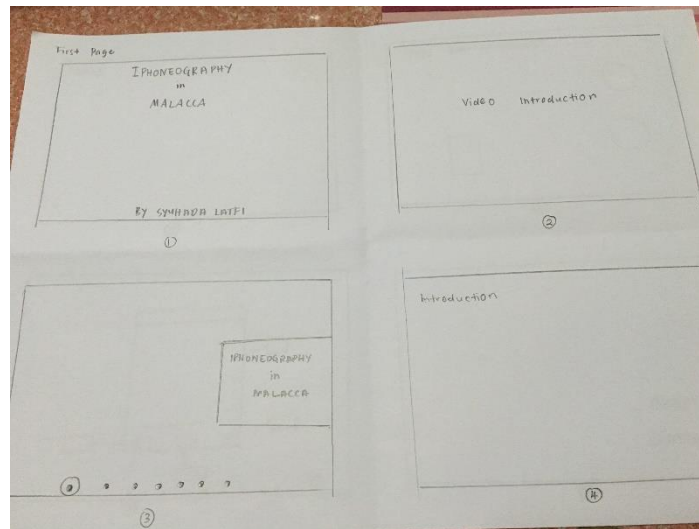
**Figure 4.1: Sketch 1**
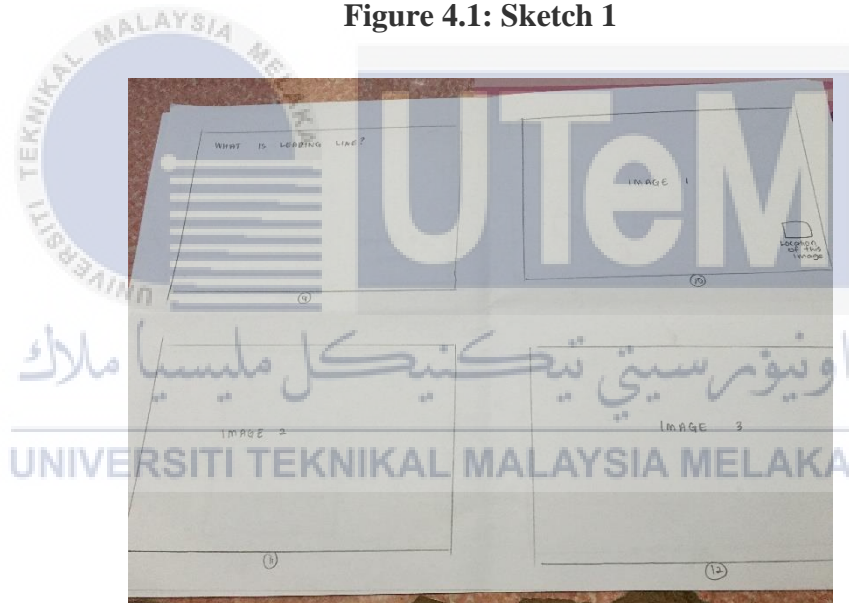


**Figure 4.2: Sketch 2**
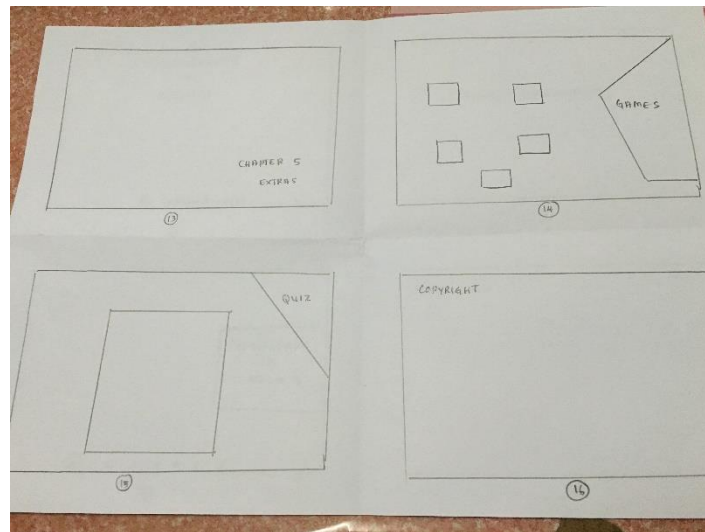
**Figure 4.3: Sketch 3**

### 4.4.3   Color design

Color are playing important role in every system, product or project. This is because with color can attract user and reader attention. Color also play an important role to become an identity for something. In this interactive book, I have been used color red and blue as main color of design because as we know Malacca's flag is in red and blue. It suitable with our project title which are iPhoneography in Malacca.
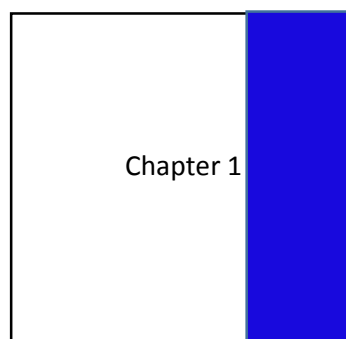
**Figure4.4: Sketch 1 - Blue**



**Figure 4.5: Sketch 2 – Red**

### 4.4.4    Topic layout

All the new chapter will use the same design with all its contents which mean if the chapter 1 in blue color and the shape is rectangle, so all the contents of the chapter 1

will be used color blue and rectangle. This is same for the followed chapter. This will make use easily recognize which chapter they are currently at.

## 4.5    Conclusion

In sum, this chapter are discussed about all the design involve for this project. This design phase make work smoother in next phase which is implementation phase.

# CHAPTER V

## IMPLEMENTATION

### 5.1    Introduction

This chapter is implementation phase after the designing phase which means that we already arrived at the phase to develop an interactive book throughout the analysis and design phase which already discussed in previous chapter. One of the essentials in this chapter is how significance the project effective and achieve the objectives. This phase will show how the design are implemented in developing an interactive book which including a multimedia elements such as text, image, video, animation and all type of widgets.

### 5.2    Media creation

### 5.2.1    Production of text

Text is very important in develop any book regarding explain to reader. But in this implementation phase of an interactive book, we decided to reduce the number of text usage in this book and use most of graphic or image and interactive media to explain to reader what is important in photography to give difference feeling about this book compare to existing interactive books. Graphic without text is meaningless because reader can give their own perception about the picture especially a picture can describe a thousand words. We worried that our objective towards this iBook will not achieve if there is no explanation at all. So, we decided to put a text to explain about the places that involve in this interactive book and a short but compact explanation about the composition of the photography. Figure 5.2.1 (i) show that a short text to explain about one of the composition which is leading line whereas Figure 5.2.1 (ii) show a short text to explain about one of the places photography take place. All of this text are extract from other source which is from website.

### 5.2.2    Production of graphic

Production of graphic in this implementation of this an iBook are all capture by author without copy from internet. This is suitable to the title of this project which is iPhoneography in Malacca that iPhoneography stand for iPhone photography. So, all the graphic and picture are capture and simple edit by author either in iPhone or using other application like Picasa for simple editing that allow reader easy to follow and attract reader that photography is very simple as long as we follow the technique and composition of

photography. Graphic is divided into two part which is vector and bitmap. Vector image also involve in this interactive book.

### 5.2.3    Production of animation

There will be animation that involve in this interactive books which is in the chapter introduction show that when reader click the iPhone, reader can navigate freely the iPhone to look behind and front of iPhone like the real iPhone.

### 5.2.4    Production of video

The production of video involve in this phase are when the introduction of this iPhoneography of iBook that has duration of 9s that will show short video that showed introduction of this book or title of this book that are iPhoneography in Malacca.

### 5.3    Product Configuration management

Apple Inc. have been authorized that only Apple product ( MacBook pro, iMac, iPad, iPhone) can purchased and open iBook in the application of iBook author. The

learning object which is all interactive elements that involved in the iBook using the widgets are supported by iBook author

## 5.4    Conclusion

With the completion of this implementation phase, the project are already develop in the iBook author and the iPhoneography in Malacca.iba have already done. The second objective already achieved.
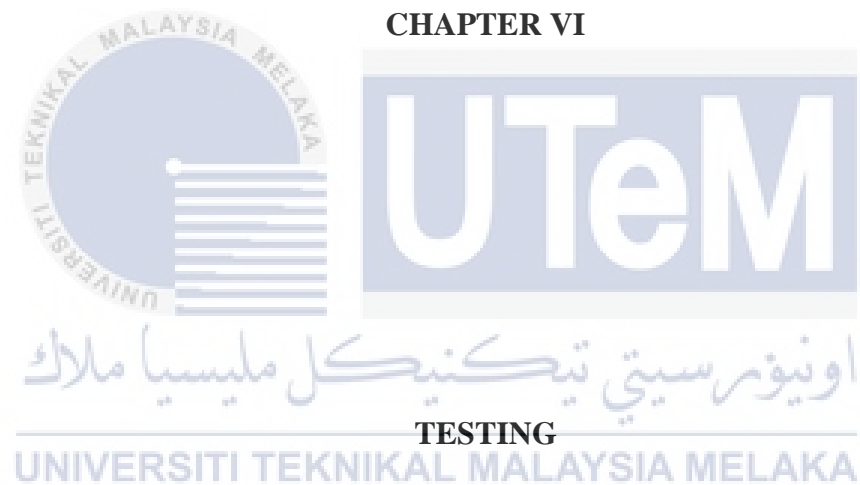
**CHAPTER VI**

**TESTING**

## 6.1    Introduction

This chapter will discuss about the testing phase for this project to achieve the third objective which are to test the user acceptance toward this project. This including how the

testing are carried out, data that collected and data analysis. The test strategies that are used in this project are based on the requirement of this project. These requirement are identified based on the chapter 3 which is analysis phase. There are four requirement for this project which are interactivity, place and content that will be milestone to know the user acceptance for this project. All the requirement of this project are list out and being identify one by one according to the objective and implementation.

## 6.2    Test Plan

The testing plan that are carried out for this project consist of three type of testing which are based on questionnaire, interview and observation. All of this type of testing are based on the requirement stated above.

### 6.2.1    Test organization/ Test user

During testing session, there are 10 candidates involves. The interview question is the same as the questionnaire question and the testing using observation technique are using the same candidate to observe the time taken for each candidate to use this interactive book. Table 6.1 show type of candidate involves, requirement for each candidate to be chooses and reason why they become a candidate / respondent.

**Table 6.1: Type of candidate and respondent**

| Type of Candidate | Requirement | Reason |
|---|---|---|
| Tourist | - iPhone 6s<br>- Tourist or foreigner | - Because the medium use to capture picture and media for this project is iPhone 6s.<br>- To know whether the places involve are interesting |
| Student | - iPhone 6s | - Because the medium use to capture picture and media for this project is iPhone 6s.<br>- Because to know the acceptance this project towards teenagers. |
| Photographer | - iPhone 6s<br>- camera DSLR | - Because the medium use to capture picture and media for this project is iPhone 6s.<br>- To know whether image capture are meet the standard into the book. |
| Multimedia Expert | - iPhone 6s<br>- Know and expert about multimedia element | - To know whether this book follow the multimedia principle |

## 6.2.2    Test environment

The test environment is different for all type of testing which are for the first testing, questionnaire. The environment involves at the places where the tourist have been spotted area in Banda Hilir and Dataran Pahlawan mall whereas the student candidate answer the questionnaire environment is area main campus.  The second type of testing which is interview also at the different kind of environment that are for the first candidate is photographer has been interviewed in the restaurant that have relaxing environment that suitable for photographer. Second candidate multimedia expert has been interviewed at the office that suitable for their professionalism. All the picture for this testing environment will be included in the appendix. The hardware that have been used involving this testing is shown in the table 6.2.

**Table 6.2 Hardware and function in testing**

| Hardware | Function |
|---|---|
| iPad mini | To display the iBook to the candidate before they answering questionnaire. |
| iPhone 6s | To capture testing environment. |

## 6.2.3    Test schedule

**Table 6.3: Testing schedule**

| Testing type | Date | Candidate involve |
|---|---|---|

| Questionnaire | 27 / 7 / 2016 | 2 tourist |
|---|---|---|
| | 28 / 7 / 2016 | 4 student |
| Interview | 30 / 7 / 2016 | 1 photographer |
| | 08 / 08 / 2016 | 1 multimedia expert |
| Observation | 27/7/2016 – 08/08/2016 | 8 candidate |

Test schedule has been used to manage all the testing activities for being more systematic and know the flow of the testing phase. All the answer for questionnaire, interview and observation will be collected and shown in the test data.
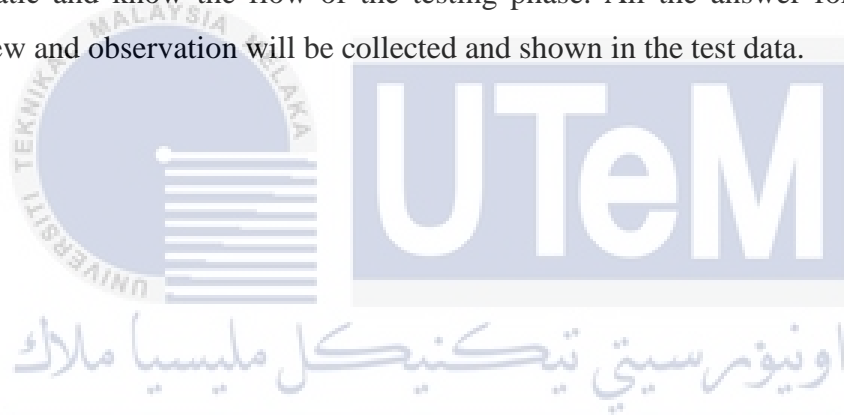
**6.3    Test strategy**

This phase explained in detail how the test strategy used in this project. The test strategy that has been used in completing this project is using acceptance testing. This type of testing normally to verify the requirement and needs of respondent or candidate which is the reader of this interactive book. This testing is divided into three different section. But, in all section the test strategy was the same which is all candidates have been given the iPhoneography in Malacca iBook using iPad. All the candidate also should follow the criteria to be chosen as candidate or respondent. Next, they should navigate and use the iPhoneography iBook first before answering the question. This is because to give them experience and know what is the weakness and strength of the project. First section

is questionnaire testing. The tourist and student are given out a set of questionnaire that consist of 15 question not include the demographic question like age of candidate, the race, level of studies and gender. Second section is interview testing. This section will know specific weakness and strength of this project and what should be improve by professional critics. Last section will be observation testing which involve all the same 10 candidates. This section are involved simultaneously when the candidate are using the iBook.

## 6.4 Test design

Test design involved in designing the test are discussed. All the test data is computed in a brief explanation regarding the testing involved.

### 6.4.1 Test description

Test description is important because to know detail about type of question that will be given to the candidate or respondent. The full sample of the questionnaire for the respondent (Appendix A) can be referred in Appendix. The question consist 3 part which is part A is basic information or demographic question, part B usability of iBook author and part C overall perception of the system. Next is interview section. The full question and answer for the respondent (Appendix B) can be referred in Appendix. The time given

to answer all the questionnaire for respondent is free for each respondent. They are free to take their own time to look for the interactive book and then answer the question.

i)      Questionnaire

**Table 6.4: Sample questionnaire**

| Part | Number of question | Type of question |
|---|---|---|
| A | 6 | **A. BASIC INFORMATION**<br>**Instructions: Please tick your answer and fill in the blank with your information in the space provide.**<br>What is your gender?<br>○ Male<br>○ Female |
| B | 10 | **B. USABILITY IBOOK AUTHOR**<br>**Instructions: Please circle the following scale to reflect your opinion about the effectiveness of use iBook author.**<br>1= Strongly Disagree   2= Disagree   3= Neutral   4=Agree   5=Strongly Agree<br><br>Features / Scale<br>a. Chapter<br>The chapter in this interactive book consist meaningful information.  1 2 3 4 5 |

| C | 1 | C. OVERALL PERCEPTION OF THIS SYSTEM<br><br>Not dependable ==1   Moderate  ==2   Good ==3<br><br>Very good ==4<br><br>Overall scale: _____<br><br>Opinion for improvement (if necessary) :<br>_____<br><br>_____ |

ii)    Interview

Example question that involve:

a)  What is the overall perception for this project?

b)  The picture involve in this project are sufficient?

c)  What should be improve?

d)  Multimedia content is sufficient?

e)  This project have consistency or not?

iii)    Observation

Observation will be based on the data analysis in the questionnaire and interview.

## 6.5    Test Data

This section will show all the data collected for the questionnaire, interview and observation part. Table 6.4, Table 6.5, Table 6.6, and Table 6.7 and Table 6.8 show the data collected from the questionnaire given from 8 candidate that testing about usability of the iBook. Full questionnaire are attached in the appendix. Next is data collected from

interviewed with photographer and multimedia expert about their perception about this interactive book. Full question set with photographer and multimedia expert are attached in the appendix. Lastly, data collected from overall observation from all candidate and respondent. All data are tabulated to make the data are more clear and easy to make an analysis and conclusion.

### 6.5.1 Questionnaires data

i)      Features b: Interactivity and navigation

**Table 6.6: Feature b – Interactivity and Navigation**

| Question | Strongly Disagree | Disagree | Neutral | Agree | Strongly Agree |
|---|---|---|---|---|---|
| Sufficient interactivity element (map, pop over,etc) | 0 | 0 | 1 | 7 | 0 |
| Easy to use. | 0 | 0 | 3 | 4 | 1 |
| More understand about the content. | 0 | 0 | 1 | 6 | 1 |

ii)      Features c: Content

**Table 6.7: Feature c – Content**

| Question | Strongly Disagree | Disagree | Neutral | Agree | Strongly Agree |
|---|---|---|---|---|---|
| Sufficient multimedia element. | 0 | 0 | 1 | 6 | 1 |
| The quiz help to enhance the understanding. | 0 | 0 | 1 | 6 | 1 |
| The games make more interesting to learn. | 0 | 0 | 1 | 5 | 2 |
| Easy to use. | 0 | 0 | 2 | 4 | 2 |
| Meaningful information. | 0 | 0 | 1 | 5 | 2 |

iii)    Features d: Place

**Table 6.8: Feature d – Place**

| Question | Strongly Disagree | Disagree | Neutral | Agree | Strongly Agree |
|---|---|---|---|---|---|
| More attractive places should be included. | 0 | 0 | 1 | 6 | 1 |
| Inspired user. | 0 | 0 | 2 | 6 | 0 |

iv)     Overall perception

**Table 6.9: Overall Perception**

| Question | Not dependable | Moderate | Good | Very Good |
|---|---|---|---|---|
| Overall perception | 0 | 0 | 5 | 3 |

**6.5.2     Interview Data**

All the interview data will provided in the appendix.

**6.6     Test Result and Analysis**

The main objective for this testing is to test the user acceptance of this interactive book towards four main candidate which is tourist, student, photographer and multimedia expert. So, this section will discuss the analysis for each data collected from previous section.

## 6.6.1 Questionnaire

This part will show all graph/chart based on the data collected from the questionnaire.

i)     Features a: Chapter
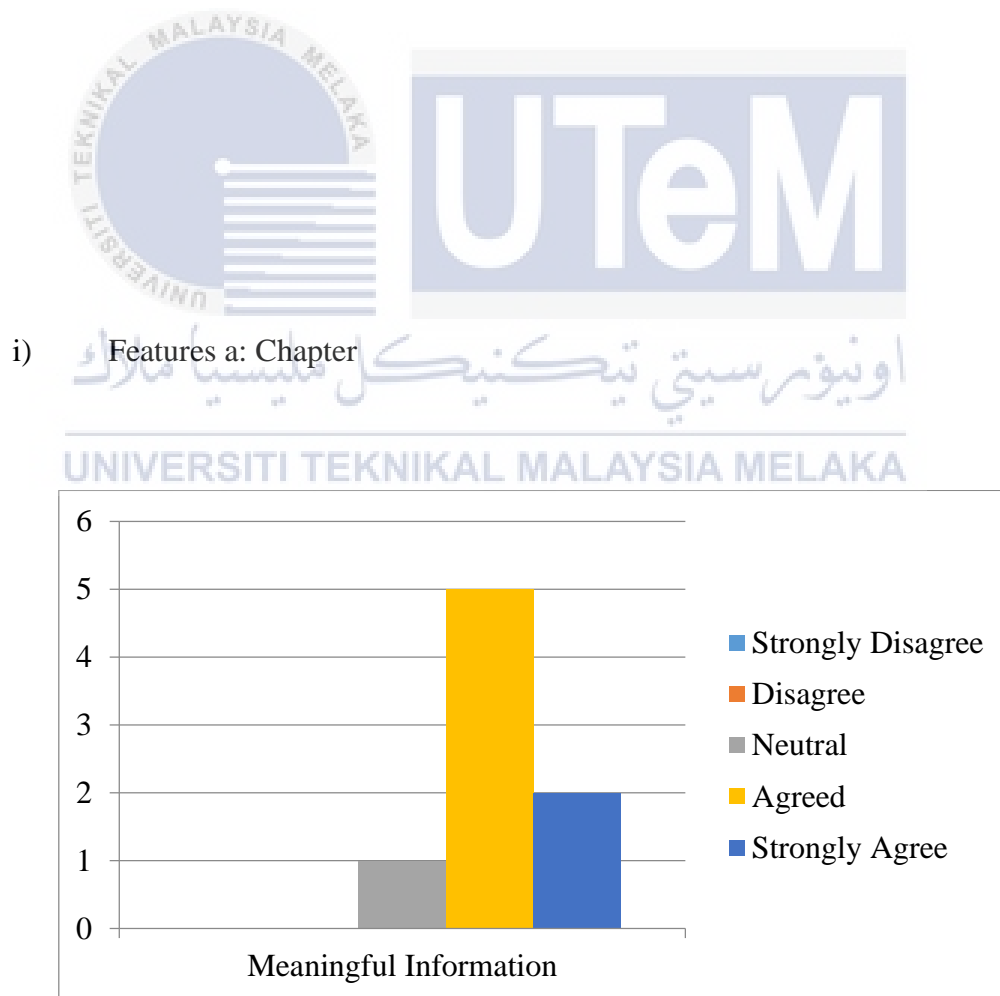


**Figure 6.1: Question about Chapter**

Based on figure 6.1, 62.5% respondent agreed that the chapter in this interactive book consist meaningful information, 25% strongly agreed and 12.5% natural about the content. The mode of this question is by 5 respondent choose that they agreed this content of interactive book are sufficient and beneficial. Based on the observation, respondent also take more time to read the content and look for the picture provided.

ii)     Features b: Interactivity and navigation
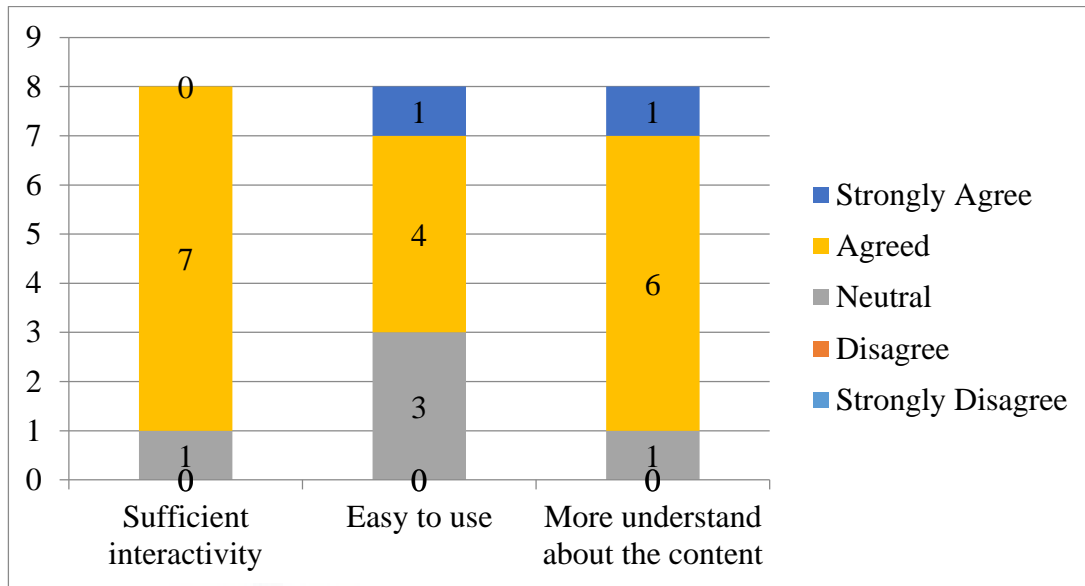
**Figure 6.2: Question about navigation and interactivity**

Based on figure 6.2, for the first question 87.5% agreed and 12.5% neutral this interactive book consist of sufficient interactivity element (map, pop over, etc). The mode is by 7 respondent choose they agreed that interactivity consist of sufficient interactivity. Based on the observation, all respondent had tried new widget that appeared on the every page. For the second question, 50% agreed and 37.5% neutral and 12.5% strongly agreed interactivity and navigation are easy to use. The mode for this question is by 4 respodent choose they agreed that this book is easy to use. Based on the observation, all the respondent only have difficulty to go to next chapter. But when they have been taught, they can go smoothly. Lastly for the third question, 75% agreed, 12.5% neutral and 12.5% strongly agreed the interactivity make user more understand about the content. The mode of this question is by 6 respondent agreed that this book make they more understand about the content. Based on the observation, they easily can answer all the quiz at the extra chapter because they understand well about the content of this photography composition.

the games make this interactive book interesting to learn. Based on the observation, most of the respondent too excited to play the games and spend more time for looking this interactive book in the games chapter. Forth question, 50% agreed, 25% neutral and 25% strongly agreed that the interactivity media are easy to used. The mode is by 4 respondent choose they agreed that this book is easy to use. Based on the observation, half of the respondent know how to use the interactivity media like widget, interactive gallery and map and some of them does not really know and keep asking the observer. Last question, 62.5% agreed, 12.5% neutral and 25% strongly agreed. The mode is by 5 respondent choose they agreed that the content of this book consist of meaningful information. Based on the observation, most of respondent excited to read all the chapter and content consist in this book because the information are simple and easy to understand.

iv)     Features d: Place
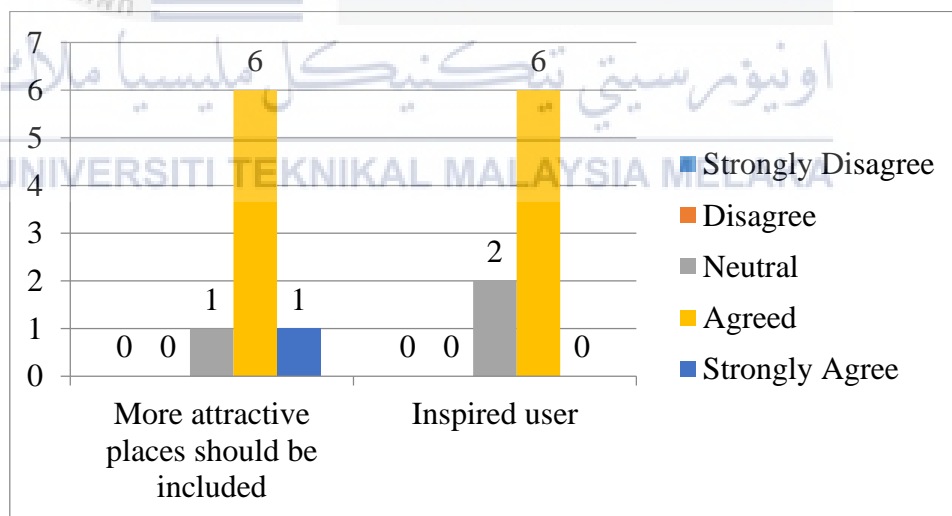


**Figure 6.4: Question about Place**

Based on figure 6.4, 75% agreed, 12.5% neutral and 12.5% strongly agreed more attractive places should be included in this book for the first question. The mode is by 6

respondent choose to agreed that more interactive places should be included in this book. Based on the observation, the respondent will ask if this book have many more chapter included many more place because they think the places involves are not suffiecient. They are shocked when the chapter already into the extas chapter means that the chapter are finish. For the second question, 75% agreed and 25% neutral that the interactive book have inspired user want to go to the stated places. The mode is by 6 people respondent agreed that the places inspired user to went for involved places. Based on the observation, respondent will click the widget map where is the place for every picture that taken because they they want to know where the location involved. They also taketime to read one by one at the place introduction in the extra chapter about the place attraction that involve in this book.

v)     Overall perception
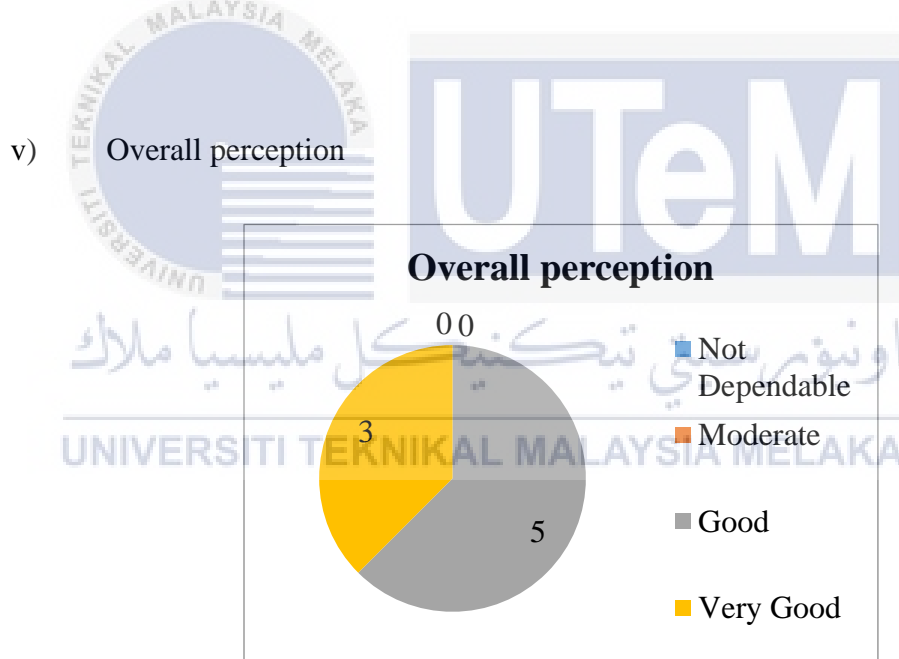


**Figure 6.5: Overall Perception of This System According Questionnaire testing**

In figure 6.5, 62.5% respondent think that overall perception for this interactive book is good. The mode of this overall perception is by 5 which are 5 respondent choose his interactive book is good. In another 37.5% think that overall perception for this interactive book is very good. Based on the observation, most

respondent are satisfy with this book but however this book also contain a bit of weakness that should be improvise when they want to navigate this book.

## 6.6.2    Interview

i.    Question 1: Overall Perception
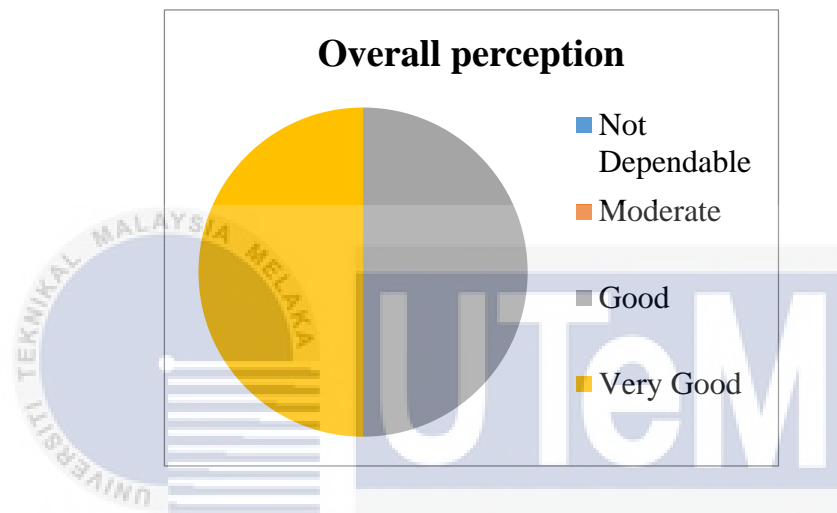


**Figure 6.6: Overall Perception of This System according Interview testing**

According to figure 6.6, 50% think that overall perception for this interactive book are very good depending on the content of this interactive book that consist of various multimedia element that can attract reader attention and make a different perception about the composition photography book especially using iPhone 6s. Based on the observation, the photographer is very excited about this book because she thinks that this book have potential that can attract of reader to learn about photography because this book express learning in simple way and also consist many interactive media. However, multimedia experts thinks this book overall good but need to be improvise a little bit in term of consistency to make this book easier for reader to learn.

ii.    Question 2: Which part need for change?

**Table 6.11: Part Need Change between Photographer and Multimedia Expert**

| Part need change | Candidate | |
|---|---|---|
| | Photographer | Multimedia expert |
| Size of picture | ✓ | ✓ |
| How to take a picture step | ✓ | ✓ |
| Places | ✗ | ✓ |

Based on table 6.11, the part that need change for the perception photographer and multimedia expert almost the same which is 100% both respondent thinks that size of the picture are not consistent for every chapter. 100% also for both respondent that how to take picture step does not need to take at every picture but it is enough to put at the beginning of new chapter because to let reader apply it by themselves and this interactive book only show the essential part which is example composition photography and only focus to show the picture like in photo book. 50% respondent think that introduction places involve in this interactive book are a little bit confusing to be located at the

introduction of this book and should be put at the chapter extras and 50% natural whether to locate at any places.

## 6.7    Conclusion

As a summary for this chapter, the third objective for this project which is to test the user acceptance for this interactive book is achieved. At the end of this chapter, overall perception for this interactive book is good and suitable to be used for all range of age to learn a basic about composition photography in iPhone 6s.

For the questionnaire part, the conclusion that can be made is overall perception for this interactive book is good and can satisfy reader beside can attract reader interest about composition in photography.

Interview part can be concluded that both photographer and multimedia expert are satisfy for this interactive book because only slightly change should be made according their perception. Overall perception for interview testing is very good.

For summary in in observation part, most of respondent are comfortable to navigate this interactive book and they can accept this book.

**CHAPTER VII**

**PROJECT CONCLUSION**

## 7.1　Introduction

This chapter discuss and conclude about overall project that have been done whether the objective have been achieve or not. This chapter also discuss about the weakness and strength of overall project that have been done according the analysis of the data in previous chapter.

The questionnaire obtained from the candidate involving two tourist and six student prove that overall perception for this project is good because this interactive book contain more multimedia element. However, this testing have been done by limitation of candidate as the requirement for candidate should have iPhone 6s in ordered they can be the candidate. There may be different outcome and feedback will be achieve if different requirement or criteria should be included for being a candidate.

## 7.2　Project weakness

i.　Content not consistent

Based on the interview and observation, this content are not consistent because photographer, multimedia expert and a few respondent asking why the picture are not a same size in all chapter and content look not consistent.

ii.　Limitation user of iPhone 6s

Based on the chapter six which is testing chapter, there are shown that the requirement to be a testing candidate, the respondent should have iPhone 6s. There is difficulty to fulfill the requirement of candidate which is there should

be tourist/ student and they are iPhone 6s user because there are not many people using the iPhone 6s.

iii.     Limitation of widget

Based on the observation and interview testing, respondent will ask whether if we add more games to the extras chapter. However, the widget that provided for iBook author is limited to edit because we just have to follow the built in widget, edit the template and drag into iBook author.

iv.     Location of introduction of places

Based on the observation, interview and questionnaire testing, there are respondent ask whether the location of the places that located at chapter introduction are the one of the technique of photography composition. This make reader confusing whether the chapter already started.

v.      How to capture picture

Based on the observation, there is no need all picture need to teach how the picture is capture because most of the respondent did not open on how the picture are taken. They are more comfortable this book looks like a photo book and teach about the technique only in every started chapter.

vi.     There is no guide on how to navigate this interactive book

Based on the observation, although all respondent have iPhone 6s and have iBook application in their device, they are rarely use that application because at first some of them have difficulty on how to navigate the interactive book.

## 7.3    Project strengths

Based on the questionnaire testing, 50% and more respondent choose agreed and thinks that this books consist meaningful information, sufficient interactivity, more understand about the content, sufficient multimedia element, the quiz help to enhance reader information, the games make this book more interesting and inspired user.

## 7.4    Propositions for improvements

From all the weakness that have been recognized throughout previous chapter and section, there are also prepositions for improvement according candidate or respondent. This preposition for improvements has been made to that has been made to meet the standard and satisfaction of reader. Unfortunately, there is also weakness that are cannot been improved like limitation of user iPhone 6s and limitation of widget. Below is the improvement that has been made according to testing phase that has been done previously.

i.    Content more consistent

Every chapter consist of same size of image.

ii.    Location of the places are rearrange back

Location of introduce the places involves in this chapter have been rearrange to avoid reader confusing about the beginning of the chapter. The chapter places are been located at the extras chapter including the games and quiz.

iii.    Highlight the most important about how to capture picture according the composition.

How to capture picture has been size out by only put how to capture picture at the beginning of every chapter and make it more generalize.

## 7.5    Project in Future

Can add latest technology in multimedia such as augmented reality to make this book more interactive and interesting.

## 7.6 Project contribution

This project will contribute interesting learning and various type of learning for amateur photographer about composition of photography using iBook author and capture by iPhone 6s.

## 7.7 Conclusion

As conclusion, the "iPhoneography in Malacca" manage to be finished according to the schedule and milestone. The project has met all the three objectives that are set. The project is able to gain interest among all range of age and race about to know composition of photography.

Thus, with all of the objectives met, it is conclude that the project is a success because the user can accept this interactive book and proved that using iPhone also can produce a good picture and gain reader interest.

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**APPENDIX A: Gantt chart for PSM 1**

| Description of Task | Weeks | | | | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 |
| Confirmation of Supervisor and Project Title | ▓ | | | | | | | | | | | | | | | |
| Submission of Project Proposal | ▓ | | | | | | | | | | | | | | | |
| Information Gathering and Research for Chapter 1 | ▓ | ▓ | | | | | | | | | | | | | | |
| Submit Chapter 1 - Introduction | | ▓ | ▓ | | | | | | | | | | | | | |
| Explore and Make Research for Chapter 2 | | | ▓ | | | | | | | | | | | | | |
| Submit Chapter 2 - Literature | | | ▓ | | | | | | | | | | | | | |
| Review and Complete Project Methodology | | | ▓ | | | | | | | | | | | | | |
| Modification of Chapter 1 & 2 and Submission of Chapter 1 & 2 | | | ▓ | | | | | | | | | | | | | |
| Analyzation of Project Requirement and Information Gathering for Chapter 3 | | | ▓ | | | | | | | | | | | | | |
| Create the plan how the book navigation – Start to sketch roughly, find the place to capture the photo. | | | ▓ | ▓ | | | | | | | | | | | | |
| Confirm the sketch and improvise | | | | ▓ | | | | | | | | | | | | |
| Get Approval place to capture, sketching and Submission of Chapter 3 | | | | ▓ | | | | | | | | | | | | |
| Show the photo have been taken and get approval. | | | | | ▓ | ▓ | | | | | | | | | | |
| Improvement on the photo and technique photo has been taken to be put in Chapter 4 | | | | | | ▓ | | | | | | | | | | |

| Description of Task | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Input Design – The Content of interactive book like, the arrangmenet of picture and widget. | | | | | | | | ■ | ■ | ■ | ■ | | | | | |
| Project Evaluation Part 1 | | | | | | | | | ■ | ■ | | | | | | |
| Design and edit all picture, widget and media that will be used in the book. | | | | | | | | | ■ | ■ | | | | | | |
| Submission of Chapter 4 | | | | | | | | | | | ■ | | | | | |
| Project Implementation Analysis | | | | | | | | | | | | ■ | | | | |
| Completion & Submission of Full Report | | | | | | | | | | | | | | | ■ | ■ |
| Presentation of PSM 1 | | | | | | | | | | | | | | | | ■ |

**APPENDIX B: Gantt chart PSM 2**

| Description of Task | Weeks | | | | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 |
| Briefing :How to conduct testing | ■ | | | | | | | | | | | | | | | |
| Study how to do the questionnaires based on the requirement | ■ | | | | | | | | | | | | | | | |
| Study : Meet The expertise of Multimedia and photographer | ■ | ■ | | | | | | | | | | | | | | |
| Study : Meet the Tourist | | ■ | ■ | | | | | | | | | | | | | |
| Study : Meet The student | | ■ | ■ | | | | | | | | | | | | | |
| Submit Chapter 3 – Study | | ■ | ■ | | | | | | | | | | | | | |

| | | | | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Upgrade product based on the comments | | | | | | | | | | | | | | | |
| Upgrade product based on the comments and modify the report | | | | | | | | | | | | | | | |
| Briefing : How to conduct the testing ( Chapter 6 ) | | | | | | | | | | | | | | | |
| Chapter 6 : Testing | | | | | | | | | | | | | | | |
| Do the testing to tourist, student and expertise | | | | | | | | | | | | | | | |
| Upgrade product based on the comments and modify the report | | | | | | | | | | | | | | | |
| Presentation of PSM 2 | | | | | | | | | | | | | | | |

**APPENDIX C: Questionnaire for tourist, student and photographer.**

THE USE OF IBOOK AUTHOR

## A. BASIC INFORMATION
**Instructions: Please tick your answer and fill in the blank with your information in the space provide.**

What is your gender?

- o Male

o   Female

What is your marital status?

o   Single
o   Married
o   Widowed
o   Divorced

Please specify your ethnicity

o   White
o   Hispanic or Latino
o   Black or African American
o   Asian / pacific islander
o   Other

What is your age?

o   18-24
o   25-34
o   35-44
o   45-54
o   55-64
o   65 or older

What is the highest degree or level of school you have completed?

o   High school graduate, diploma or the equivalent
o   Bachelor's degree
o   Master's degree
o   Professional degree
o   Doctorate degree

**B. USABILITY IBOOK AUTHOR**
**Instructions: Please circle the following scale to reflect your opinion about the effectiveness of use iBook author.**

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

| Features **a. Chapter** | Scale | | | | |
|---|---|---|---|---|---|
| The chapter in this interactive book consist meaningful information. | 1 | 2 | 3 | 4 | 5 |

| Features **b. Interactivity and navigation** | Scale | | | | |
|---|---|---|---|---|---|
| This interactive book consist of sufficient interactivity element (map, pop over, etc). | 1 | 2 | 3 | 4 | 5 |
| Interactivity and navigation are easy to use. | 1 | 2 | 3 | 4 | 5 |
| The interactivity make user more understand about the content. | 1 | 2 | 3 | 4 | 5 |

| Features **c. Content** | Scale | | | | |
|---|---|---|---|---|---|
| This interactive book consist of sufficient image, audio, video and text. | 1 | 2 | 3 | 4 | 5 |
| The quiz help to enhance the understanding of the book content. | 1 | 2 | 3 | 4 | 5 |
| The games make this interactive book more interesting to learn. | 1 | 2 | 3 | 4 | 5 |
| The interactivity media are easy to used. | 1 | 2 | 3 | 4 | 5 |

| Features | Scale | | | | |
|---|---|---|---|---|---|
| **d. Place** | | | | | |
| More attractive places should be included in this book. | 1 | 2 | 3 | 4 | 5 |
| The interactive book have inspired user want to go to the stated places. | 1 | 2 | 3 | 4 | 5 |

## C. OVERALL PERCEPTION OF THIS SYSTEM
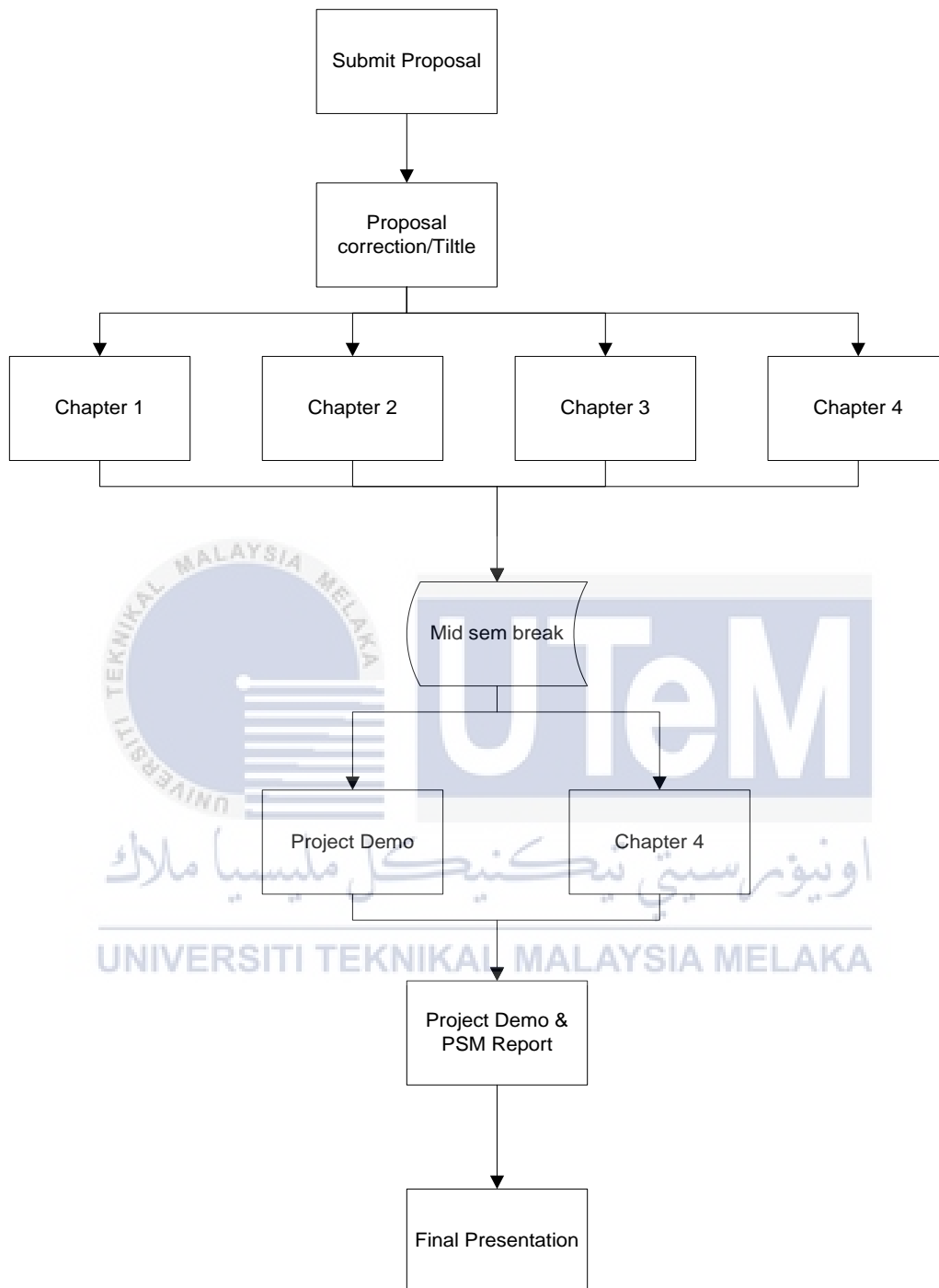
Not dependable ==1   Moderate  ==2   Good ==3

 Very good ==4

Overall scale:  _____

Opinion for improvement (if necessary) :

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UNIVERSITI TEKNIKAL MALAYSIA MELAKA

**APPENDIX D: Flow chart**
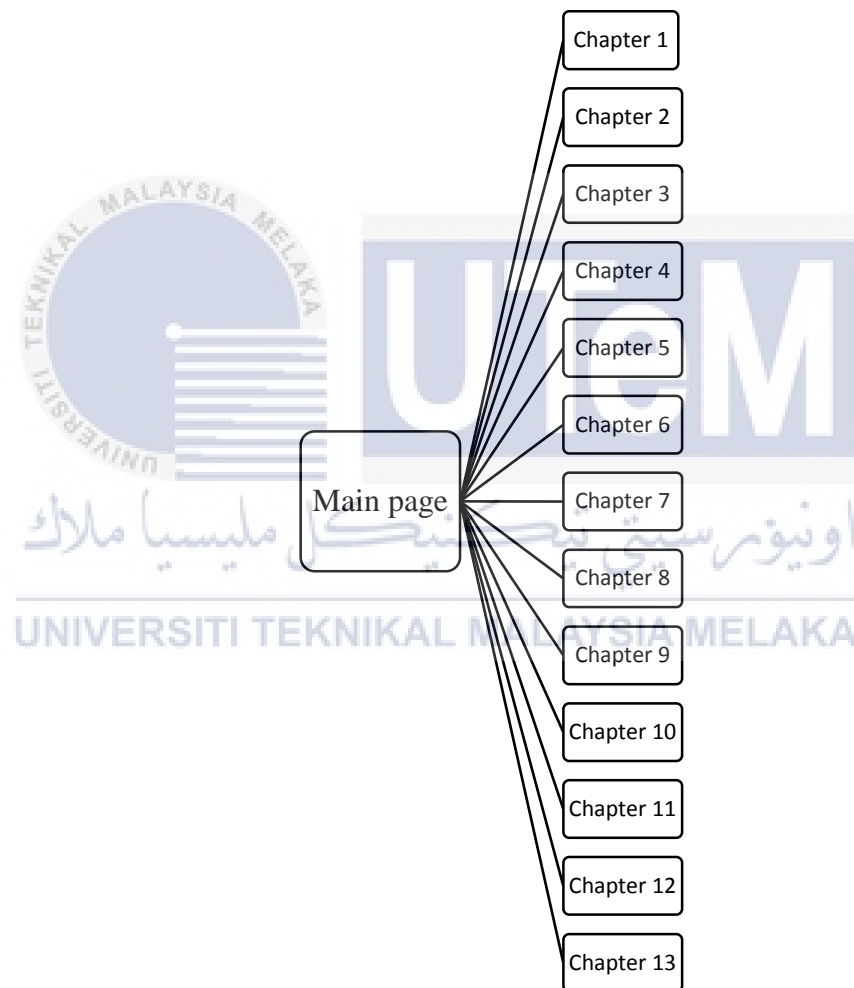


Flowchart: Existing interactive book flowchart

Flowchart: Project schedule and milestone

**APPENDIX E: Log Book**

Nama : Nur Syuhada Bt Latfi

Nama penyelia : En. Helmy B. Emran

Tarikh : 4 / 5 /2016

Aktiviti :

(i) Tunjuk chapter 1 dan chapter 2 yang telah diubah suai sesuai dengan tajuk baru.

Tandatangan Pelajar

4/5/16

Tandatangan Penyelia

**MUHAMMAD HELMY BIN EMRAN**
Pensyarah
Fakulti Teknologi Maklumat dan Komunikasi
Universiti Teknikal Malaysia Melaka (UTeM)

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Nama : Nur Syuhada Bt Latfi

Nama penyelia : En. Helmy B. Emran

Tarikh : 6 / 5 /2016

Aktiviti :

(i) Tunjuk Content dalam buku Interaktif. Berapa bab dan apa tajuk.

(2) Bincang mengenai cara user navigate buku dan elemen ape yang ada dalam buku.

Tandatangan Pelajar

6/5/16

Tandatangan Penyelia.

**MUHAMMAD HELMY BIN EMRAN**
Pensyarah
Fakulti Teknologi Maklumat dan Komunikasi
Universiti Teknikal Malaysia Melaka (UTeM)

Nama : Nur Syuhada Bt Latfi
Nama Penyelia: En. Helmy B. Emran

Tarikh : 19 / 4 / 2016

Aktiviti :

1. Tunjuk progress Chapter 1, chapter 2 dan gambar yang telah diambil.

2. Tajuk sebelum ini 'To investigate how interactive books will help boost Melaka as an urban photographic choice among visitors' terlalu umum dan sukar untuk dicapai. Oleh itu, tajuk ditukar kepada tempat di Melaka / teknik fotografi khusus kepada komposisi.

3. Perlu mengambil lebih banyak gambar dengan pelbagai teknik.

Tandatangan Pelajar

19/4/16
Tandatangan Penyelia

**MUHAMMAD HELMY BIN EMRAN**
Pensyarah
Fakulti Teknologi Maklumat dan Komunikasi
Universiti Teknikal Malaysia Melaka (UTeM)

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Nama: Nur Syuhada Bt Latfi
Nama Penyelia: En. Helmy B. Emran

Tarikh: 24/5/2016

Aktiviti :

1. Tunjuk progress ibook yang 50% siap. Antara yang perlu diubah:

   a) Tambah lagi chapter

   b) Pastikan sekurang-kurangnya 40 muka surat

   c) Kalau boleh tambahkan elemen multimedia

   d) Kena ada penerangan bagi setiap tempat fotografi

Tandatangan Pelajar

24/5/16
Tandatangan Penyelia

**MUHAMMAD HELMY BIN EMRAN**
Pensyarah
Fakulti Teknologi Maklumat dan Komunikasi
Universiti Teknikal Malaysia Melaka (UTeM)
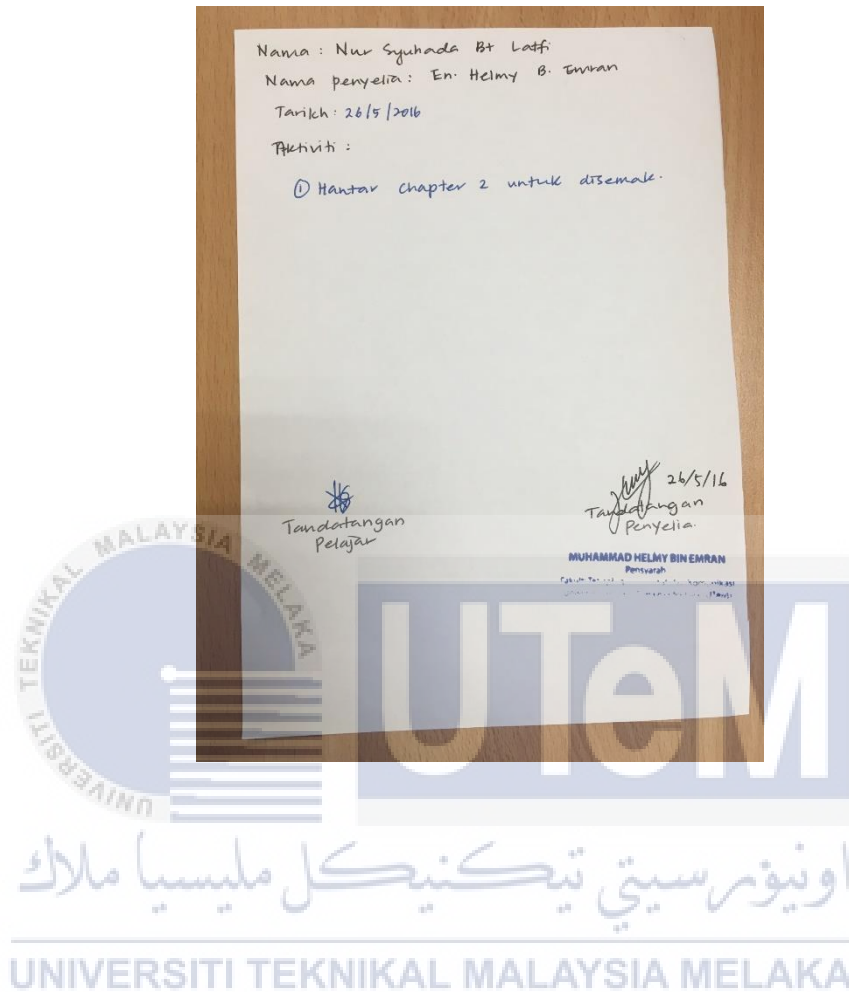
**APPENDIX F: Interview Question (Photographer)**

1. What is the overall perception of this interactive book?
   Answer: overall perception of this project is very good. I really like the idea of this project because it can attract reader attention besides makes learning process become easier. For example, the explanation for each chapter is simple but understanding. Some of the things does not need a long explanation. The example for each composition also clear and simple to apply. This book are really suitable for beginner for photographer to attract them to love photography. They should know actually photography are art and actually the technique we can apply is around us.

2. The picture in this project are sufficient?
   Answer: The picture quite a little but enough to show the example for reader.

3. What should be improve?
   Answer: Maybe should improve according the size of the picture. This is because size of the example picture are not in the same size. Some of the picture are small and some other picture are really big and full screen. How to take a picture also does not have to show to every picture. But just show at the beginning of the chapter.

4. Multimedia content is sufficient?
   Answer: Yes and very interesting as consist of maps, interactive gallery, model 3D, games and quiz.

5. This project have consistency or not?
   Answer: Not really because the size of the picture.

**APPENDIX G: Interview Question (Multimedia Expert)**

1. What is the overall perception of this interactive book?
   Answer: Overall perception of this project is good. This project have potential to attract reader attention. But there is some element should be improve.

2.  The picture in this project are sufficient?
    Answer: The picture quite a little but enough to show the example for reader.

3.  What should be improve?
    Answer: The things that should be improve firstly is to rearrange back the location of the places introduction. This is because at first I thought that the places are also one of the chapter of photography composition and chapter have begun. So, maybe this place introduction could be put at the extras chapter. This means when reader already finish review this books and they want to know about the places involved in this book, they can refer at the extras chapter. Second, the size of the picture should be at least same size for every chapter to gain the consistency. Next, there is no need to explain on how to take a picture for every chapter. Make this book like a photo book that consists of many picture only.

4.  Multimedia content is sufficient?
    Answer: Yes and very interesting as consist of maps, interactive gallery, model 3D, games and quiz.

5.  This project have consistency or not?
    Answer: Not really because the size of the picture.