

BORANG PENGESAHAN STATUS TESIS*

JUDUL: THE DEVELOPMENT OF A MOBILE MULTIMEDIA LOG BOOK

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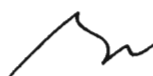
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THE DEVELOPMENT OF A MOBILE MULTIMEDIA LOG BOOK

MOHD FAHMI BIN AWANG

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

**FACULTY OF INFORMATION AND COMMUNICATION TECHNOLOGY
UNIVERSITI TEKNIKAL MALAYSIA MELAKA
2008**

DECLARATION

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

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DEDICATION

I dedicate this thesis to my parents. Without their patience, understanding, support and most of love, the completion of this work would not have been possible. Special thanks also to all that also have contributed for completing this thesis.

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ABSTRACT

The mobile application project that has been developed is called “Mobile Multimedia Log Book”. The target users of this application are lecturers and students. Three modules that have been developed in this project are add notes, add pictures and search notes. The current problem is that user cannot write or record daily activities by using conventional log book because it is not suitable to be used at anytime and any place. To solve this problem, a mobile application is developed as an additional tool to make a log. Since many users are prone to using mobile phone nowadays, this device can be more useful when it is combined with the useful application. It will make user can be more interact will their phone because this application is easy to use. The methodology used in this project is ADDIE Model. The application will be tested to the target user and the result will decisive user acceptance. Questionnaire surveys on student were carried out in order to decide their need from the application. The respondents consist of 50 students from Universiti Teknikal Malaysia Melaka. The research found out ninety nine percent respondents always uses the existing application in mobile device to manage daily activities. The findings of this study may are used for developing a useful as an alternative application to manage daily activities.

ABSTRAK

Projek aplikasi telefon yang dibangunkan adalah “Mobile Multimedia Log Book”. Sasaran pengguna bagi aplikasi ini adalah pelajar dan pensyarah. Tiga modul yang dibangunkan dalam projek ini adalah tambah nota, tambah gambar dan carian nota. Masalah semasa yang dialami oleh pengguna ialah pengguna tidak dapat menulis atau merekodkan aktiviti harian dengan menggunakan buku log yang kerana ia tidak sesuai digunakan di mana-mana tempat dan bila-bila masa. Untuk menyelesaikan masalah ini, aplikasi telefon akan dibangunkan sebagai alat tambahan untuk membuat catatan. Oleh kerana ramai pengguna gemar menggunakan telefon bimbit pada masa kini, peralatan ini akan menjadi lebih berfaedah jika digabungkan dengan aplikasi yang berguna. Ia akan membuatkan pengguna lebih berinteraksi dengan telefon kerana aplikasi yang dibangunkan adalah senang untuk digunakan. Metodologi yang digunakan dalam projek ini ialah Model ADDIE. Aplikasi ini akan diuji kepada pengguna sasaran dan keputusan daripada ujian ini akan menentukan tahap penerimaan pengguna terhadap aplikasi ini. Kajian terhadap pelajar telah dijalankan untuk menentukan kehendak pengguna terhadap aplikasi ini. Responden seramai 50 orang pelajar Universiti Teknikal Malaysia Melaka telah diuji. Daripada ujian ini, sembilan puluh enam peratus responden sentiasa menggunakan aplikasi yang sedia ada dalam telefon bimbit untuk menguruskan aktiviti harian. Keputusan daripada kajian ini amat berguna untuk membangunkan aplikasi tambahan dan menjadikan ia sebagai aplikasi pilihan selain daripada aplikasi yang sedia ada untuk menguruskan aktiviti harian.

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CHAPTER I

INTRODUCTION

1.1 Project Background

Mobile phones are part of daily culture of almost all our young generation, from kids, teenagers up to adult, mobile phone is judged very important and multitasking purpose device to make life come easy. This device usually used for calling and messaging, but it also offers several function such as data managing, education, gaming, internet surfing, video conferencing, music listening and many more.

This project develops for the user especially for the lecturer and student. There are many types of programmed that allow user to make a diary and log, for example using conventional diary in diary book and using the diary or log software in computer. However, both of the ways to make a diary are not very attractive to the user and somehow it suitable and have a limitation. The escalation of this project is to provide a better enjoyable interaction among user and mobile via using the Mobile Multimedia Logbook. The importance of the project is to make useful logbook, so that the user will write on mobile in any where and any time. Without this kind of project, user cannot make a log because the conventional diary using the book have a limitation and not suitable in anyplace. From this project, user can more interact with their mobile phone. It is important to make user will not feel bored while doing something new.

From this mobile project, multimedia skills can be applied. For example Adobe Flash CS3 is a main tool used for developing this project. Through the use of sound, graphics, text and also animation can create the feeling and the emotions of the user to use it.. Further explanation will be brief in the next section.

1.2 Problem Statements

Generations nowadays are more attracted to the multimedia element because of too much entertaining culture to the young generation. Existing conventional diary or computer diary application have been figured such as most of the tools focused on reminder and calendar but less tools that developed over mobile to make a log.

There are many computer application and conventional diary sold in the market but there are few weaknesses such as inconvenience factor where it cannot be accessible from anywhere such as in the bus and class. Many of computer application and diary book are not contains multimedia element. This looks too schematic and standard and users can feel bored to use this tool.

Mobile Multimedia Log Book application can be an alternative way from the diary book and computer diary application. Realistically, for students or lecturer, on the way back home from school or office, most people prefer to listen to music, the radio news, or sports programs. When they get home, if they want to make a log, mobile devices are not likely to be their main choice. The more likely choices would be diary book or computers installed with diary software. Mobile Multimedia Log Book can very useful for users since they can record their activities anytime anywhere.

1.3 Objective

The objectives of developing Mobile Multimedia Logbook are:

- To design a mobile application to assist lecturers and students to make a log on mobile phones. The mobile application will attract users because it is easy to use. It has three modules which are adding note, adding picture and search note. At option module, it provides information about how to use this application. This application covers two important modules, it is add note and add picture. The target users are lecturer and student.
- To develop the mobile application through prototyping approaches where existing application are involved in a formative evaluation before the final prototype is developed. Prototyping approach allows the designer to design the module of the application. It is an early process to develop the application. The modules that are developed based on the resources such as existing application. The formative evaluation is conducted based on the modules that have been developed. After that, the final prototype is developed.
- To test the user acceptance of the mobile application. The modules that have been developed in this application will let the users more easy to use this application by their self. Post test is conducted to the users to find how much user acceptance on this application.

1.4 Scope

The project scope will detail the project deliverables and describes the major objectives. The objectives should include measurable success criteria for the project. The project scope is based on four sections such as project scope, and target user. The scope will explain the content that to be included in the mobile application.

The scope of the project is to develop is “Mobile Multimedia Log Book”. The reference is existing application on conventional log book, personal computer, mobile and website. The scope of this project is for lecturer and student. By using the Mobile Multimedia Logbook, users can make a log over mobile phone in any where and any time depends on they like. The software that used to develop this application is Adobe Flash CS3 for project development and Flash Lite 2.0 for delivering the project on mobile phones.

Flash Lite 2.0 is used because it supports many mobile devices not only can be delivered on Nokia but other mobile phones. Besides that, the range price of the mobiles that support Flash Lite is affordable to the users to buy it. The device that is used in testing the application is Nokia N90. The scope of the project is only applied on three areas: Specific users, specific platform and specific functionality. Each area is describes as below.

There are three modules that are developed in this application. There are adding note, adding picture and search note. The following table describes the modules that will be covered in the project. Table 1.4(a) will show the modules of the Project.

Table 1.4(a): Modules of the Project.

No	Module	Description
1	Add note	Add note is the first module in this application. There are calendar, text area to write a note and text area to display the note use in this module are altogether. For this module, it provides calendar to help user select the date and make a note.
2	Add picture	Add picture is the second module in this application. This module is different from first module because user will able to browse the picture in mobile gallery and view it. For this module, it provides calendar to help user select the date and add the picture to the day.
3	Search note	The last module is search note module. The activity in this module is user will able to search the existing note and view it.

Macromedia Flash Lite from Adobe is the Flash profile specifically designed for mobile devices. It has been licensed by the world's leading operators and handset manufacturers to bring exceptional mobile experiences to subscribers worldwide. Nokia has been integrate Flash Lite into Series 40 and S60 devices and has shipped Flash-enabled handsets worldwide.

Flash Lite software is a powerful runtime engine for mobile and consumer electronics devices that benefits both device manufacturers and content developers. Table 1.4(b) shows the example of Nokia mobile phones that support Flash Lite 1.0 to Flash Lite 2.0

Table 1.4(b): Example of Nokia mobile phones that support Flash Lite 1.0 to Flash Lite 2.0

Model	Screen Size	Official Prices (RM)	Supports
Nokia 3230	176 x 208 pixels	930	Flash Lite 1.1 and 2
Nokia 5200	128 x 160 pixels	600	Flash Lite 1.0 and 1.1 and 2.0
Nokia 5300	240 x 320 pixels	785	Flash Lite 1.0 and 1.1 and 2.0
Nokia 6260	176 x 208 pixels	N/A	Flash Lite 1.1 and 2
Nokia 6300	320 x 240 pixels	1010	Flash Lite 1.0 and 1.1 and 2.0
Nokia 6620	N/A	N/A	Flash Lite 1.1 and 2
Nokia 6630	176 x 208 pixels	N/A	Flash Lite 1.1 and 2
Nokia 6670	176 x 208 pixels	N/A	Flash Lite 1.1 and 2
Nokia 6680	176 x 208 pixels	1050	Flash Lite 1.1 and 2
Nokia 6681	176 x 208 pixels	N/A	Flash Lite 1.1 and 2
Nokia 6682	176 x 208 pixels	N/A	Flash Lite 1.1 and 2
Nokia 7390	240 x 320 pixels	1550	Flash Lite 1.0 and 1.1 and 2.0
Nokia 7610	176 x 208 pixels	N/A	Flash Lite 1.1 and 2
Nokia N70	176 x 208 pixels	1085	Flash Lite 1.1 and 2
Nokia N90	352 x 416 pixels	1275	Flash Lite 1.1 and 2

1.5 Project Significance

This project will be developing to give another alternative to target user to record their day activities. This mobile application will help user to record, and view the notes that have write in easy way. Other than that, the flash file format that has delivered does not need any installation to be used. Users can get this and ready to use it by using Flash Lite platform. With the creation of this mobile application, it will range the usage of mobile technologies in the market.

This mobile application will be the one of the application to record the day activities. Different with other existing application, this application will be a unique application because user can use it in any place and any time. But, this application is not going to replace the existing application; it is to complement the existing applications.

1.6 Conclusion

The output of this application designed especially for mobile devices with user-friendly interfaces and easy to understand. It has the combination of multimedia element for a more entertaining. This project is important in helping user to make a log everyday. This project shows that the application be applied into multimedia element to make user more fun to use it.

This project background describes the introduction to the project as a whole. It includes the content of the project, target users and the importance of the project. The problem statements describe the problems related to why this project should be developed. From the problem statements, the objectives of the project can be extracted. The scopes of the project explain the boundary and target users of the project. The needs and the content of this project are also cover in this topic. The project significance explains the output and the approach used in this project. The target of this project is to ensure that Mobile Multimedia Logbook application is achievable.

In the next chapter, literature review and project methodology will be discussed. Literature review will describe all the research and findings related to this project and the methodology will cover on the selected approach to develop this project.