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JUDUL: MOBILE MALAYSIAN HISTORY NOTES USING MIND MAP, MENTAL STORY AND MNEMONIC: *"KERAJAAN-KERAJAAN MELAYU BARU"*

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MOBILE MALAYSIAN HISTORY NOTES USING MIND MAP, MENTAL STORY AND MNEMONIC: "*KERAJAAN-KERAJAAN MELAYU BARU*"

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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

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DECLARATION

I hereby declare that this project report entitled

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DEDICATION

To my beloved parents…

To my beloved sisters and brother…

To all family members…

To my dedicated lecturers …

To my supportive friends…

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Assalamualaikum w.b.t,

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ABSTRACT

Mobile Malaysian History Notes Using Mind Map, Mnemonic and Mental Story: "*Kerajaan-kerajaan Melayu Baru*" is a mobile learning application for mobile phones that are compatible with Flash Lite technology. ASSURE methodology is used as the development method. It comprises five phases which are analyze learners, state objectives, select instructional methods, media, and materials, utilize media and materials, require learner participation and evaluate and revise. It divides into two modules that are tutorial module and practice module. Tutorial module will explain in accelerated learning technique such as mnemonic, mind map and mental story learning technique. It helps users in understanding and memorizing the content. Practice module will evaluate the effectiveness of the mobile courseware.

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ABSTRAK

Mobile Malaysian History Notes Using Mind Map, Mnemonic and Mental Story: "*Kerajaan-kerajaan Melayu Baru*" adalah sebuah aplikasi pembelajaran telefon bimbit yang sesuai dengan teknologi Flash Lite. Metodologi ASSURE digunakan sebagai kaedah pembangunan. Ia mengandungi lima fasa iaitu menganalisa pengguna, menyatakan objektif, pemilihan kaedah pengajaran, media dan perkakasan, menggunakan media dan perkakasan, melibatkan penyertaan pengguna dan menilai serta memperbaiki. Ia terbahagi kepada dua modul iaitu modul tambahan dan modul latihan. Modul tambahan akan diterangkan dalam teknik pembelajaran cepat seperti teknik pembelajaran mnemonik, peta minda dan penceritaan. Ia membantu pengguna dalam memahami dan mengingati kandunganya. Modul latihan akan menilai keberkesanan koswer mobil.

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testing

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CHAPTER I

INTRODUCTION

1.1 Project Background

Most of the people today have problems in memorizing the text-based content like in the History subject. It's very difficult to memorize the important notes. It looks like taking *'Peperiksaan Am Kerajaan'* from the reference book entitled *'Malaysia Kita'*. The common problem is the user needs to bring the reference book that covers the topic almost everywhere.

Nowadays, mobile phones have become more and more popular. Most of the people today have mobile phones, and it has already become part of their life. The mobile learning application is a mobile courseware that applies accelerated learning techniques such as mind maps, mnemonics and mental story. This accelerated learning technique will help the users to memorize important notes. This project, relates to the *'Kerajaan-kerajaan Melayu Baru'* topic that is in the reference book for *'Peperiksaan Am Kerajaan'* entitled *'Malaysia Kita'*. It's is an initiative to help the user to memorize the important notes. It applies to accelerated learning techniques and the understanding of the content resided in. This mobile courseware is targeted for public sector officers, who are taking *'Peperiksaan Am Kerajaan'* and also anyone who wants to learn about Malaysian History.

This project is done to develop a mobile learning note for *'Peperiksaan Am Kerajaan'*. It applies to accelerated techniques on the topic in the reference book, such as the *'Kerajaan-kerajaan Melayu Baru'* topic.

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1.2 Problem Statements

Public sector officers, who are taking *'Peperiksaan Am Kerajaan'* and also anyone who wants to learn about Malaysian History usually have difficulty to memorize and understand the notes. User needs to read repeatedly to understand it. Besides that, users also have problems to recollect the notes.

Other common problems are the user needs to read about the topic from the reference book for *'Peperiksaan Am Kerajaan'* entitled *'Malaysia Kita'*. It's very difficult for the user to bring the book everywhere they go. Because of that problem, the users have limited time to read it besides other work that they need to do. During weekends or at night, they can study about it.

With the additional module like practice and the example of the past year questions for *'Peperiksaan Am Kerajaan'*, this mobile courseware learning will help the users to memorize and understand the topic. This mobile courseware learning helps to encounter the problems and meet the project objectives. All the objectives will be listed in the next section.

1.3 Objectives

The objectives for this project are:

- To design a mobile courseware by converting text-based Malaysia History into an interactive applications using accelerated learning techniques such as mind maps, mnemonics and mental story.

- To develop the mobile learning application according to the design specification that focus on *'Kerajaan-kerajaan Melayu Baru'* to assist government officers who are taking *'Peperiksaan Am Kerajaan'* . The application can also be used by anyone who wants to learn about Malaysian History.

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- To evaluate the effectiveness of the mobile courseware to find out how far it helps users in understanding and memorizing the content. A user acceptance test will also be carried out to investigate the user acceptance level of the application.

1.4 Scope

The project scope is divided into five sections such as project scope, content scope, technology to be applied, techniques to be applied and target user. Project scope will explain overall scope of the project. Content scope will explain the content scope that will be included in the mobile courseware. Technology to be applied will explain the modules scope that will be included in the mobile courseware. Techniques to be applied will help the user to enhance the understanding of the topic. Specific user will state the user of the system, specification platform to be applied to the application and the specific functionality of the project.

Project scope of mobile learning courseware will cover chapter 8: *'Kerajaan-kerajaan Melayu Baru'* from a reference book for *'Peperiksaan Am Kerajaan'* entitled *'Malaysia Kita'*. The topic is an example topic on applying the accelerated learning techniques. The project will be developed using Adobe Flash CS 3 for developing while Flash Lite 2.0 for delivering the project on mobile phones. This application is compatible with any mobile phones that support Flash Lite 2.0. For testing purposes, Nokia N90 is used. Nokia model is chosen based on the result of a survey conducted recently to Universiti Teknikal Malaysia Melaka (UTeM) staff where 70% of them are currently use Nokia phone brand.

The technologies that are to be applied in this mobile courseware are multimedia and mobile computing. Multimedia is an interactive way to interact with the user to use this project. It provides a simple interface but is interesting for the user.

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The technique to be applied in this project is the accelerated learning technique. The accelerated learning technique is the most advanced learning method in use today. It is also called brain-based learning. The techniques that will be applied in the project are mind maps, mnemonics and mental story. It is a solution for memory improvement techniques that will help users to memorize the important notes in a topic.

The specific users of this mobile courseware are public sector officers, anyone who are taking '*Peperiksaan Am Kerajaan*' and also anyone who wants to learn about Malaysian History.

The specific platform for this project is compatible for all kind of mobile phones that supports Flash Lite player by using the Action Script 2. Table 1.1 shows an example of Nokia models that supports Flash Lite player.

Table 1.1 Example of Nokia mobile phones that support Flash Lite

Model	Screen Size	Supports
Nokia 3230	176 x 208 pixels	Flash Lite 1.1 and 2
Nokia 5200	128 x 160 pixels	Flash Lite 1.0 and 1.1 and 2.0
Nokia 5300	240 x 320 pixels	Flash Lite 1.0 and 1.1 and 2.0
Nokia 6260	176 x 208 pixels	Flash Lite 1.1 and 2
Nokia 6300	320 x 240 pixels	Flash Lite 1.0 and 1.1 and 2.0
Nokia 6620	N/A	Flash Lite 1.1 and 2
Nokia 6630	176 x 208 pixels	Flash Lite 1.1 and 2
Nokia 6670	176 x 208 pixels	Flash Lite 1.1 and 2
Nokia 6680	176 x 208 pixels	Flash Lite 1.1 and 2
Nokia 6681	176 x 208 pixels	Flash Lite 1.1 and 2
Nokia 6682	176 x 208 pixels	Flash Lite 1.1 and 2
Nokia 7390	240 x 320 pixels	Flash Lite 1.0 and 1.1 and 2.0
Nokia 7610	176 x 208 pixels	Flash Lite 1.1 and 2
Nokia N70	176 x 208 pixels	Flash Lite 1.1 and 2
Nokia N90	352 x 416 pixels	Flash Lite 1.1 and 2

The content will be divided into 2 modules: tutorial and drill & practice. The specific functionality for this project is shown in table 1.2 below. The following table describes the modules that will be covered in the project.

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Table 1.2: Modules of the Project

No.	Module	Description
1	Tutorial	It is based on the *'Kerajaan-kerajaan Melayu Baru'* topic. The map of Malaysia that consists of 'Kerajaan-kerajaan Melayu Baru' is provided; which are Terengganu, Kelantan, Selangor and Negeri Sembilan. The user will choose which state they wish to learn. This modules, provides the note in accelerated learning technique which consists of mind map, mnemonic and mental story learning technique. It will provide a graphic, keyword and limited animation which will help the user to understand and memorize the important notes.
2	Practice	Questions are based on the notes. It provides ten questions for each level. The level of question is easy, medium and difficult, which will test the knowledge of the user. Furthermore, for the easy and medium level practices contain of objectives question. While for the difficult level practices contain of subjective question.

1.5 Project significance

This project demonstrates a mobile courseware that converts text based content by applying accelerated learning techniques. *'Kerajaan-kerajaan Melayu Baru'* is an example of a topic that is chosen as a case study. This topic is taken from a reference book for *'Peperiksaan Am Kerajaan'* entitled *'Malaysia Kita'*. This

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project will benefits the public sector officers, who are taking *'Peperiksaan Am Kerajaan'* and also anyone who wants to learn about Malaysian History.

The accelerated learning techniques enhance the understanding and help users to memorize important notes from the topic. The users will be able to understand and to recollect the important notes about the topic, via an interactive way. This learning technique will convert text based content to multimedia interactive way. After the users learn about the topic, they can test their understanding by answering the practice provided. This mobile courseware also helps user to save their time and they can access that application anytime and anywhere they want.

1.6 Conclusion

This chapter is the introduction of the mobile courseware project. It illustrates and explains the project background, the problem statement, objectives, scope of the project and project significance. This chapter determines the overall understanding of the project and the importance of it.

The output of mobile courseware should meet the objectives of the project. This mobile courseware will provide an interactive learning to the public sector officers, who are taking *'Peperiksaan Am Kerajaan'* and also anyone who wants to learn about Malaysian History topic. It also provides the accelerated learning techniques to enhance the understanding of the user.

In the next chapter, all related literature will be reviewed and determined. Literature review is important to ensure the project is in a right track by referring to the previous and future similar researches that have been done worldwide.

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