

MULTIMEDIA PENDIDIKAN ISLAM PRA SEKOLAH: ADIK, MARI KENAL ISLAM

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MULTIMEDIA PENDIDIKAN ISLAM PRA SEKOLAH: ADIK, MARI KENAL
ISLAM

SYAZWANI NADIAH BINTI AHMAD ROZELAN

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
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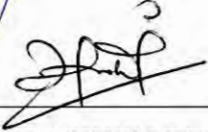
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DEDICATION

To my beloved parents and family, your love and support are my greatest inspiration.

To my lecturer, I will not be able to do anything without the knowledge that you had gave to me. Thank you.

To my friends, thank you for your sacrifices, encouragement and support.

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Finally, I would like to thank all my beloved friends that always support me and also helping me a lot in this project. And my thanks would also goes to those who were directly and indirectly involved in helping me out.

ABSTRACT

This CD interactive project is developed to gain children interest in learning by providing a dynamic, fun and interactive environment for children. Devote as a supplement of teaching material for kindergartner in which children educator can use it as a part of teaching material to assist them when they are teaching. The technique chosen in this learning courseware is the content is mostly in mind mapping. In educational field, the use of computer technology in teaching and learning process is not to replace the function of teacher but to develop an interesting, effective, meaningful teaching and learning atmosphere to student especially those are kids. Combination of these elements will create an interesting presentation and make the information transmission more meaningful. Teaching media that using multimedia technology are able to get the student's attention, get the idea, and gain the complex information and help to prevent lack of time, size and space. Computer-based teaching media that has interactive or linear movement can able the user to access the information from one segment to another without following the flow. This learning courseware offers an effective tool for education since it involves all the senses, giving a modifiable two dimensions (2D) environment emulate and overcome the reality. Since in the kindergarten, the growing number of multimedia study classroom exemplifies the trend towards Multimedia technology in Education. Besides using the conventional computer-based training techniques, courseware has included multimedia capabilities, such as graphics, sounds, animation, and video clips. In addition, this courseware employs sound instructional and learning strategies, thereby making the courseware not only about the educational, but also attractive. Hence, by using computer enhance the learning environment making the learning more practical, improving the kids' access to learning, increasing the focus of higher order skills. Other than that, it is to make possible to get used to learning programs more nearly to the needs of each of individual.

ABSTRAK

Projek CD interaktif ini adalah bertujuan untuk mengembangkan daya pemikiran anak-anak dalam menimba ilmu dengan memberikan pembelajaran yang menyenangkan, dinamik dan juga persekitaran yang interaktif. Dengan wujudnya projek interaktif sebegini, tenaga pengajar dapat memudahkan lagi sistem pembelajaran yang diajar di sekolah terutamanya kepada golongan pelajar yang terdiri dari kanak-kanak di awal persekolahan (pra-sekolah). Dalam bidang pendidikan, penggunaan teknologi komputer dalam proses pengajaran dan pembelajaran bukanlah untuk menggantikan fungsi guru tetapi untuk membangunkan serta menarik minat anak-anak untuk mempelajari sesuatu yang baru. Lebih beerti apabila kombinasi produk yang dihasilkan dari unsur-unsur pelajaran yang meluas akan menciptakan persembahan muka depan produk yang menarik dan penyampaian isi yang jelas. Medium pembelajaran yang menggunakan teknologi multimedia mampu mendapat perhatian pelajar, mendapat idea-idea imaginasi mereka serta dapat menyampaikan maklumat yang kompleks. Ini secara tidak langsung dapat membantu megurangkan masa dan ruang pembelajaran yang kurang selesa seperti sistem pembelajaran tradisional. Selain itu, pembelajaran yang berasaskan komputer akan membolehkan pengguna mengakses maklumat dari modul yang disediakan secara interaktif. Pembelajaran interaktif ini juga akan nampak lebih berkesan kerana ppendidikan yang disampaikan melibatkan semua deria seperti mendengar, mengenal pasti selain daripada menggunakan dua dimensi (2D) untuk menarik minat pengguna. Selain menggunakan teknik konvensional latihan di dalam buku, asas bagi penggunaan komputer berkemampuan untuk mengajar yang melibatkan element multimedia seperti suara, animasi, video, grafik dan teks. Dengan menggunakan pendekatan seperti ini, ia tidak akan membuat pembelajaran ini hanya semata-mata untuk belajar, tetapi ia akan menampakkan sesuatu yang menarik.

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LIST OF ABBREVIATION

ABBREVIATION	DESCRIPTION
CD	Compact Disk
2D	2 Dimensions
3D	3 Dimensions
OS	Operating System
MB	Megabytes
GB	Gigabytes
PSM I	Projek Sarjana Muda I
PSM II	Projek Sarjana Muda II

CHAPTER I

INTRODUCTION

1.1 Project Background

Project that will be developed is an educational CD interactive titled “ADIK, MARI KENAL ISLAM”. It will expose children ages from 4 to 6 to the basic knowledge about Islam by go through a complete series in this application. In this e-Learning, it contains *Rukun Iman, Rukun Islam, Kekuasaan Allah, Cara Berwudhu’, Solat, Sirah Rasullulah* and *Doa Harian*.

This CD interactive to gain children interest in learning by provides a dynamic, fun and interactive environment for children. Devote as a supplement of teaching material for kindergartner in which children educator can use it as a part of teaching material to assist them when they are teaching. The technique chosen in this learning courseware is the content is mostly in mind mapping.

In educational field, the use of computer technology in teaching and learning process is not to replace the function of teacher but to develop an interesting, effective, meaningful teaching and learning atmosphere to student especially those are kids.

Combination of these elements will create an interesting presentation and make the information transmission more meaningful. Teaching media that using multimedia

technology are able to get the student's attention, get the idea, and gain the complex information and help to prevent lack of time, size and space. Computer-based teaching media that has interactive or linear movement can able the user to access the information from one segment to another without following the flow.

This learning courseware offers an effective tool for education since it involves all the senses, giving a modifiable two dimensions (2D) environment emulate and overcome the reality.

Since in the kindergarten, the growing number of multimedia study classroom exemplifies the trend towards Multimedia technology in Education. Besides using the conventional computer-based training techniques, courseware has included multimedia capabilities, such as graphics, sounds, animation, and video clips. In addition, this courseware employs sound instructional and learning strategies, thereby making the courseware not only about the educational, but also attractive.

Hence, by using computer enhance the learning environment making the learning more practical, improving the kids' access to learning, increasing the focus of higher order skills. Other than that, it is to make possible to get used to learning programme more nearly to the needs of each of individual.

1.2 Problem Statements

There are many problems associated with teaching that will involve students' in the kindergarten. One of the problems that mentioned in this case study is availability. This happen when the learning that will involve religion study will be difficult to be found compared to other subjects. This is not easy for the teachers and parents.

Most of the students find the traditional way of studying is boring. For them, learning through book does not attract the attention of children. The book did not have an animation that make kids interested to learn. It shows that the problem here is unattractive. In addition, students do not understand the topic well because it needs students to imagine the information.

1.3 Objectives

The objectives of this project are:

- i. To create an interactive learning to make learning being a great fun.
- ii. To develop a learning support in school or kindergarten.
- iii. To identify multimedia elements which are animation, audio, text, video and image.
- iv. To evaluate whether it will motivate kids' spiritual through this application or not.

1.4 Scope

Our project deals with education. So that, our target user are kindergarten kids who ages from 4 to 6 years old because this courseware is designed and developed to help kindergarten kids to gain knowledge and learn the basic of Islam. Besides, this product also devoted to assist kindergartner in their teaching and daily lectures.

In this project, methodology that will be used is ADDIE Model. The ADDIE Model is the generic process traditionally used by instructional designers and training developers. It has five phases that are Analysis, Design, Development, Implementation,

and Evaluation. Through these five phases, we will develop an educational CD interactive systematically.

1.5 Project Significance

The significant of this project are to expand the media of education and learning of Islamic concept with multimedia technology. Kids can study the knowledge as much as they need or at anywhere they want providing that it help student to memorize. Besides that, it assists kindergartner to teach the kids in interesting presentation at classroom. Teaching is easy by using this courseware; because kids like something that makes them learn with fun. Besides, it is more effective to learn education with the multimedia element.

Through this courseware, people will more alert about the usage of education technology because at the beginning of the school, the use of IT have been applied. In addition, this courseware learning is target to education center like *Jabatan Agama Islam Melaka (JAIM)* that take responsibility to handle the syllabus that related to kindergarten that based on religion subject. Besides that, this courseware is target to parents that will responsible to their kids in this learning in a new way.

1.6 Expected output

This project has its own expected output which is a collection of interactive learning, which can be operate using computer. The application should provide the interactive learning with simple animation. User should be able to understand the learning concept and answer the question given based on the notes that related to the learning. This project also provides information for the use of teachers.

1.7 Conclusion

The courseware is based on multimedia element as an education process. This is because, in the modern era, technology has expanded rapidly. Technique to study must changes to make student happy to get the knowledge with some fun especially kids.

As a conclusion, this learning courseware will use a flash light platform that can be used with the supported multimedia learning courseware. This will give a variety of the applications for learning and teaching by developing interactive multimedia learning applications.

In the next activities, it will be discuss in terms of literature review and project methodology that is to ensure the ability to implement the project.

CHAPTER II

LITERATURE REVIEW & PROJECT METHODOLOGY

2.1 Introduction

The main point of the literature review is to ensure the ability to implement the project and the need to review the evidence based on studies that have been made. It will be focus on the research of the existing and future application. Literature review is a process of many things that are searching, collecting, analyzing and make a conclusion from all issues raised in relevant of literature. It describes all the analysis and findings that are related to this project. Additionally, it also consist the knowledge of the project elements such as domain specification, techniques and how these elements related and combined to each other until can develop this project.

2.2 Domain

The domain for this project is Education and Learning using interactive learning courseware. Based on the domain that has been chosen, the topic of this project is related to the syllabus of *Pendidikan Islam untuk Prasekolah*. The selected topics are *Rukun Iman, Rukun Islam, Kekuasaan Allah, Cara Berwudhu', Solat, Sirah Rasulullah* and *Doa Harian*.

2.3 Existing System

The similar ways of learning are used here in making some comparison and getting ideas on the related research.

2.3.1 Case Study 1: Existing of Kid's Learning Online

Kid's Learning Online was created in *islamicplayground.com*. This website looks forward to make education and entertainment as one combination as an edutainment to entertain and connect children's attention and imaginations. The activities originally illustrated by the authors and they are only applied static 2D animation such as Islamic games, quizzes, puzzles, Arabic alphabet games, Islamic stories and much more. The e-learning in this website provide an audio to attract children (Abul, *islamicplayground.com*) as shown in figure 2.1.



Figure 2.1: Main interface in existing application (<http://www.islamicplayground.com>)

Figure 2.2 shows one of the interfaces in activities module that have been provide in this online learning. In this module user can only just play the game but did not have an info about the study. This is like just have fun instead of learning.