

**E-MAGAZINES IN BOARDING SCHOOL LIBRARIES:
PERCEIVED USEFULNESS OF DIFFERENT DESIGNS**

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By
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ABSTRAK

Dua jenis prototaip bagi majalah elektronik diperkenalkan untuk kegunaan pelajar bagi menyelesaikan masalah kekurangan dan kesukaran memperolehi majalah di perpustakaan sekolah berasrama penuh. Majalah elektronik merupakan majalah yang didigitasikan dan adalah salah satu bahan bacaan alternatif untuk rujukan pelajar. Untuk memperkenalkan majalah elektronik, ciri-ciri rekabentuk majalah elektronik hendaklah dikenalpasti terlebih dahulu dan tahap kebegunaannya hendaklah juga ditentukan. Objektif utama kajian adalah untuk mengukur persepsi tahap kegunaan dua jenis rekabentuk iaitu paparan cetakan sebenar dan berunsur multimedia. Adobe Acrobat Professional 6.0 sebagai perisian pembaca (format PDF) dan Macromedia Flash MX sebagai perisian untuk mereka bentuk antaramuka dan kandungan majalah telah digunakan. Pendekatan berorientasikan rekabentuk pengguna telah diambil semasa proses reka bentuk untuk versi multimedia.

Dua puluh orang pelajar (umur di antara 15-17 tahun) telah mengambil bahagian dalam kajian ini. Setiap responden dikehendaki melaksanakan satu tugas dengan menggunakan kedua-dua versi majalah elektronik tersebut serta menjawab soal selidik. Untuk menentukan tahap kegunaan bagi kedua-dua versi majalah elektronik, perbandingan jumlah min kumpulan bagi setiap skil telah dibuat. Hasilnya, menunjukkan bahawa versi multimedia menjadi pilihan ramai pengguna dengan persepsi tahap kegunaan lebih tinggi berbanding dengan versi paparan cetakan sebenar .

ABSTRACT

Two prototypes were employed to introduce electronic magazines (e-magazine) in an attempt to solve insufficient and inaccessibility problems in boarding school libraries. E-magazine is a digitised magazine and an alternative reading material for students' reference. In order to introduce them, design features of the magazine need to be identified and the its perceived usefulness should be ascertained. The main objective was to measure the perceived usefulness of different designs: exact printed appearance and multimedia enhanced. Adobe Acrobat Professional 6.0 as software reader (PDF format) and Macromedia Flash MX as application software to design interface and content were utilised. User Centered Design (UCD) approach was adopted during the design process of the multimedia media enhanced version.

Twenty students (age between 15-17 years old) participated in this study. A set of tasks was completed using the two different versions of e-magazines and some questions were answered. In order to determine perceived usefulness for both versions, the group mean value was compared. The result indicates that the multimedia enhanced is perceived to be more useful compared to the exact printed appearance.

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CHAPTER 1

INTRODUCTION

In education, digital content offers the possibility of delivering knowledge that are cheaper, faster and better performance. Due to these advantages, Druin (2002) claims that many education and training providers are starting to make the transition to delivery via the digital media because they believe they can save cost. On the same issue, Lesk (1997) also states that with the cost of publishing that is increasing every year, there is a need for digitized content. Besides, for obvious reasons, there is growing interest in converting paper books to digital form as well as writing new titles in electronic format (Carjaval, 1999). For example, readers will have extra materials enhanced with multimedia (video and audio clips) elements and presented at the level of detail that they wish (Collins, 1996).

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QUESTION AND ANSWER SESSION