DEVELOPMENT OF KEMAHIRAN HIDUP TINGKATAN SATU (1) COURSEWARE PROTOTYPE USING USER CENTERED DESIGN (UCD) METHODOLOGY BASED ON THE MODALITY PRINCIPLE

A thesis submitted to the faculty of Information Technology in partial fulfillment of the requirement for the degree Master of Science (Information Technology) Universiti Utara Malaysia

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COURSEWARE PROTOTYPE USING USER CENTERED DESIGN (UCD)
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ABSTRACT

Many educational coursewares have been developed either from the government sector or private sectors. However, the coursewares only for core subjects such as Bahasa Malaysia, English, Mathematics, and Sciences. The rest is still under development. This is maybe because of low resources and need more multimedia learning theory applied. The objective of this study is to identify the user requirement and applied it to CDKH prototype. The methodology of this study is User Centered Design Methodology (UCD). Thereby this paper discuss about the problem faced by the students in learning Kemahiran Hidup. The limitations for developing a good courseware have been verified. The development of this courseware is by involving the user as part of the development team and process. For a maximum effectiveness, the courseware will be developed by using Adobe Director with customize logo script to make the interaction more effective. The respondents are most equally for the color to background and font color. The respondent are like to have the animation background, background music. The type of exercise that the respondents like most is the drag and drop type. The respondents are also like the simple theme. Result that get from the evaluation is most of the respondent are like about the interfaces in the CDKH prototype.
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TABLE OF CONTENTS

PERMISSION TO USE  i

ABSTRACT  ii

ACKNOWLEDGEMENT  iii

TABLE OF CONTENTS  iv

LIST OF TABLES  ix

LIST OF FIGURES  x

LIST OF APPENDICES  xii

LIST OF ABBREVIATIONS  xiii

CHAPTER 1: INTRODUCTION

1.1 BACKGROUND  1

1.2 PROBLEM STATEMENT  4

1.3 OBJECTIVE  7

1.4 RESEARCH QUESTIONS  8

1.5 RESEARCH SCOPE  8

1.6 SIGNIFICANT OF THE STUDY  9

1.7 SUMMARY  10
CHAPTER 2: LITERATURE REVIEW

2.1 INTRODUCTION 11
2.2 KEMAHIRAN HIDUP 11
2.3 COURSEWARE 12
2.4 MODALITY PRINCIPLE 14
2.5 PROTOTYPE 17
2.6 USER CENTERED DESIGN (UCD) 18
2.6 SUMMARY 19

CHAPTER 3: METHODOLOGY

3.1 INTRODUCTION 21
3.2 USER CENTERED DESIGN METHODOLOGY 21
   3.2.1 NEEDS ANALYSIS 23
   3.2.2 USER AND TASK ANALYSIS 23
   3.2.3 FUNCTIONAL ANALYSIS 24
   3.2.4 REQUIREMENT ANALYSIS 24
   3.2.5 SETTING USABILITY ANALYSIS 24
   3.2.6 DESIGN 25
   3.2.7 PROTOTYPING 26
   3.2.8 EVALUATION 27
3.3 SUMMARY 28
CHAPTER 4: PROJECT ANALYSIS

4.1 INTRODUCTION 29

4.2 REQUIREMENT ANALYSIS 29

4.3 INSTRUMENT FOR USER & REQUIREMENT ANALYSIS 30

4.4 RELIABILITY OF USER & REQUIREMENT ANALYSIS 30

4.5 DESCRIPTIVE STATISTIC OF DEMOGRAPHIC RESPONDENTS 32

4.6 RESULT OF USER EXPERIENCE USING COMPUTER 33

4.7 RESULT OF USER & REQUIREMENT ANALYSIS 37

4.7.1 COLOR 37

4.7.2 TYPE OF BACKGROUND 38

4.7.3 TYPE OF EXERCISE 39

4.7.4 BACKGROUND MUSIC 40

4.7.5 THEME OF COURSEWARE 40

4.7.6 LIKERT SCALE 41

4.8 SUMMARY 44

CHAPTER 5: DESIGN AND PROTOTYPE DEVELOPMENT

5.1 INTRODUCTION 45

5.2 PHASE 1: ANALYSIS OF USER REQUIREMENT 46

5.3 PHASE 2: APPLICATION DESIGN BASED ON FUNCTIONAL ANALYSIS 46

5.4 PHASE 3: PROTOTYPING 54
CHAPTER 7: CONCLUSION

7.1 INTRODUCTION 75
7.2 PROJECT SUMMARY 75
7.3 CONCLUSION 76
7.4 PROBLEMS AND LIMITATIONS. 78
7.5 RECOMMENDATIONS FOR THE FUTURE RESEARCH 78

REFERENCES 79
LIST OF TABLES

Table 2.1: Criteria for developing and test the courseware 13

Table 3.1: Likert Scale Classification 22

Table 4.1: Cronbach Alpha for all dimensions 31

Table 4.2: Demographic data summary 32

Table 4.3: Descriptive statistics for categories measures 41

Table 4.4: Descriptive Statistics for All Measures 43

Table 6.1: Cronbach Alpha Values for All Dimensions 71

Table 6.2: Descriptive Statistics for All Measures 72

Table 6.3: Descriptive Statistics for All Items 73

Table 7.1: Conclusion 77
LIST OF FIGURES

Figure 2.1: User Centered Design Development cycle 19
Figure 4.1: User experience using the computer before entered to form 1 33
Figure 4.2: Frequencies of the user using the computer 34
Figure 4.3: Period of the user using the computer 34
Figure 4.4: Place most used the computer 35
Figure 4.5: Place learned most the computer 36
Figure 4.6: Courseware that respondents have been used 36
Figure 4.7: Type of color chooses by respondents 37
Figure 4.8: Type of font color chooses by respondents 38
Figure 4.9: Kind of background chooses by respondents 39
Figure 4.10: Type or exercise chooses by respondents 39
Figure 4.11: Background music for the courseware 40
Figure 4.12: Theme selected by the respondents 41
Figure 4.13: Descriptive statistics for categories measures 42
Figure 5.1: Main menu 47
Figure 5.2: Submenu for notes 48
Figure 5.3: Notes 49
Figure 5.4: Symbol in electric circuit 50
Figure 5.5: Submenu for exercise 51
Figure 5.6: Exercise 52
LIST OF APPENDICES

APPENDIX A: VERTICAL PROTOTYPE 83

APPENDIX B: FLOW CHART OF KEMAHIRAN HIDUP COURSEWARE (CDKH) 85

APPENDIX C: QUESTIONNAIRE OF USER REQUIREMENT 89

APPENDIX D: QUESTIONNAIRE FOR USER INTERFACE SATISFACTION (QUIS) 94

APPENDIX E: PERMISSION TO DISTRIBUTE THE QUESTIONNAIRE 100

APPENDIX F: USER MANUAL 101
## LIST OF ABBREVIATIONS

<table>
<thead>
<tr>
<th>Acronym</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>CDKH</td>
<td>Courseware Kemahiran Hidup</td>
</tr>
<tr>
<td>QUIS</td>
<td>Questionnaire for User Interface Satisfaction</td>
</tr>
<tr>
<td>UCD</td>
<td>User centered design</td>
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CHAPTER 1

INTRODUCTION

1.1 BACKGROUND

Learning is a basic process for human. Naturally from first day of born, a person will start to learn, and the learning process will continuous and become mature together with the knowledge and physical development. As the learning processes become mature, the kind of learning methods either formal or informal to equip the person with more and more new knowledge. Learning processes and techniques evolve to align with continues factors. In this 21st century, learning is closely associated with technology especially in Information Technology.

The multimedia tools become popular since middle of 1990s. The power of multimedia tools such as audio, video, graphic, animation, and text or combination of it into single application or presentation is making huge of change to the society (Singh, 2003). The main things that make this tools becoming more powerful is the interactive ability. From the educational researcher observed, they can conclude that the more element used in the process, the better ability for people to grab and absorbed the knowledge from the learning material (Ayub, Venugopal & Nor,
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REFERENCES


79


81


