HEURISTIC EVALUATION ON ADAPTING SYNTHETIC PHONIC METHOD ON MULTIMEDIA COURSEWARE FOR CHILDREN LITERACY LEARNING

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A project submitted to Dean of Postgraduate Studies and Research in partial

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ABSTRACT (BAHASA MALAYSIA)

Kajian ini adalah bertujuan untuk mengadaptasi kaedah 'synthetic phonic' dalam pembangunan multimedia courseware. Objektif kajian ini adalah untuk mengembangkan multimedia courseware sebagai alat bantuan pengajaran dalam kemahiran asas membaca bagi literasi pembelajaran kanak-kanak. Courseware ini telah dibangunkan berdasarkan kaedah pengajaran synthetic phonic dan courseware ini akan digunakan oleh kanak-kanak. Ia menjelaskan persamaan bunyi huruf supaya kanak-kanak belajar bahawa bunyi sesuatu perkataan sama dengan bunyi huruf dalam perkataan tersebut. Kajian ini menerangkan kelebihan dalam menggunakan multimedia courseware dengan mengadaptasikan kaedah synthetic phonic. Diharapkan courseware ini juga dapat memberikan sumbangan idea signifikan terhadap perkembangan teknologi bagi kanak-kanak belajar mengenali huruf.

ABSTRACT

This paper presents the adaptation of synthetic phonic method in the development of multimedia courseware. The purpose of this study is to develop a multimedia courseware as a tool in teaching basic reading skill for children literacy learning. The courseware has been developed based on synthetic phonic teaching method. The courseware will be used by children. It highlights the letter sound correspondences so that children learn that the sound of a word corresponds to the letters in the word. The paper dwells on the advantages of using multimedia courseware in applying Synthetic phonic. The courseware is hoped to contribute a significant idea to the development of technology for children literacy learning.

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LIST OF ABBREVIATION

HCI	Human Computer Interaction
KPI	Key Performance Indicator
NKRA	National Key Result Areas
MOE	Ministry of Education
UUM	Universiti Utara Malaysia
CAS	College of Arts and Sciences
USM	Universiti Sains Malaysia
SABKC	Selangor Alpha Bestari Kids Centre
UK	United Kingdom
USA	United State of America
Ph.D	Doctor of Philosophy
MA	Master of Art
MSc	Master of Science
TESOL	Teachers of English to Speakers of Other Languages
IT	Information Technology
PMLE	Persuasive Multimedia Learning Environment
UI	User Interface
EXP	Expert
F	Frequency

CHAPTER 1

INTRODUCTION

This chapter presents problem statement, research question, research objectives, scope and significance of study.

1.0 Background of Study

Across the globe, literacy is taught in a variety of ways. There are many techniques that are viewed as essential for encouraging a literate nation. These include exposing children to text as much as possible, involving parents in supporting their children to read, and the need to place literacy at the core of every school curriculum. However, when faced with the question of exactly how to teach a child to read, a number of varying and sometimes conflicting methods have been adopted.

All schools invariably introduce the children to the alphabet at an early age, but the manner in which this is carried out can make a great impact on children's able to read. Currently a wide range of methods are used such as whole word teaching, "Look and Say", analytic phonics, use of real books, and the searchlights method, but all these approaches have no research base, and these methods are now

The contents of the thesis is for internal user only

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