THE DEVELOPMENT OF ONLINE WRITING QUIZ FOR PRESCHOOL CHILDREN BASED ON USER CENTERED DESIGN (UCD) METHODOLOGY

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ABSTRAK

Kajian ini adalah untuk membangunkan satu laman web kuiz berbentuk tulisan kepada kanak-kanak tadika. Pembelajaran kuiz atas talian lebih fokus kepada hiburan berbanding kuiz tulisan tangan. Kuiz atas talian pada hari ini lebih sesuai kepada peringkat sekolah rendah dari segi kandungannya. Selain itu, *user interface* laman web lebih rumit untuk digunakan oleh kanak-kanak tadika. Ciri-ciri multimedia adalah matlamat utama untuk membangunkan laman web. Tambahan lagi, dengan menggunakan teknik yang infektif untuk membagunkan laman web ini. Projek ini menggunakan metadologi *User Centered Design (UCD)* sebagai analisis untuk membangunkan projek. Keputusan projek ini menunjukkan ketepatan penulisan dapat diukur di dalam laman web ini.

ABSTRACT

This paper presents to develop an online writing quiz for preschool children. It is because there are many problems in online quiz. The problem is an online quiz is not specific in writing but more for entertainment. Moreover, the content of the online quiz is suitable for primary school to learn. Besides, an interactive user interface more complex for preschool children to use. The main goal of the project is to identify the content requirement for website. Furthermore, to develop online writing quiz with suitable an interactivity technique and to evaluate the usability of the website. The analysis for this project is using User Centered Design (UCD) as a methodology. Finding of the project will be achieving the accuracy of the application.

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LIST OF ABBREVIATION

Acronym	Meaning
UCD	User Centered Design
CW	Curriculum Web
OHR	Online Handwriting Recognition
HRS	Handwriting Recognition System
CTML	Cognitive Theory of Multimedia Learning
swf	shockwave flash

CHAPTER 1

INTRODUCTION

This chapter includes background of the project, problem statement, research question, objective of the project, scope of the project and significant of the project. This chapter end with describes of the project structure.

1.1 Background

Nowadays, multimedia technology gives an impact in enhancing an education system. The multimedia technology gives a different way to expose information for computer users. It is available for people to get information and also generate an idea using the combination of multimedia element. Furthermore, it also can create and running these applications with any current hardware and software. An improvement of multimedia technology also can make product to be more useful. Multimedia technology gives a maximum effect in education especially in current and future curriculum development (David, 2003). It can be a new tool for learning such as assisting online learning activities. This situation happens since the technology has many elements. According to Kleen & Shell (1994), multimedia technology include element such as text, animation, motion graphic, hypermedia,

The contents of the thesis is for internal user only

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