

**BASIC COMPONENTS IN CREATING CONTENTS FOR
MORAL SUBJECT USING DIGITAL STORYTELLING: A
CONCEPTUAL MODEL**

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UNIVERSITI UTARA MALAYSIA

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MORAL SUBJECT USING DIGITAL STORYTELLING: A
CONCEPTUAL MODEL**

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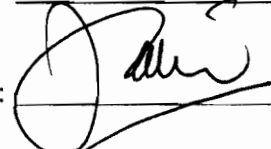
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ABSTRAK (BAHASA MALAYSIA)

Kajian ini bertujuan untuk membangunkan satu konseptual model yang menjelaskan bagaimana pendekatan multimedia boleh digunakan untuk meningkatkan pengajaran dan pembelajaran mengenai subjek moral di sekolah menengah. Sebuah prototaip akan dibinakan untuk menunjukkan bagaimana kandungan moral di sekolah menengah boleh ditukarkan ke dalam bentuk multimedia untuk meningkatkan pengajaran dan pendekatan pembelajaran. Prototaip dibangunkan dalam satu bentuk penceritaan digital dan kandungan adalah diasaskan sukatan pelajaran dan maklumat pendidikan moral di sekolah menengah. Konseptual model akan dibangunkan berdasarkan kandungan pendidikan moral dan akan disahkan oleh guru pendidikan moral. Berdasarkan konseptual model tersebut, penceritaan digital akan dibangunkan. Keberkesanan penceritaan digital ini seterusnya akan di uji ke atas pelajar pendidikan moral dan seterusnya di analisa melalui soal selidik yang diberikan kepada mereka. Pada akhir projek ini, hasil kajian, kekangan projek dan penghasilan untuk masa depan akan dibincangkan.

ABSTRACT (ENGLISH)

This research intends to develop a conceptual model that illustrates how multimedia approach could be used to enhance teaching and learning of moral subject in secondary school. A prototype will be developed to demonstrate how the content of moral subject in secondary school could be transferred into multimedia form to enhance the teaching and learning approach. The prototype is developed in a form of digital storytelling and the content is based on the syllabus and information of moral education in secondary school. The conceptual model are constructed based on the moral education contents and validation by the moral education teachers. Based on the conceptual model, digital storytelling are constructed. The effectiveness of the digital storytelling will be test on the student and will be evaluated based on the distributed questionnaire. At the end of this research, the finding of research, limitation and future work will be discussed.

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LIST OF ABBREVIATIONS

CM	Conceptual Model
DST	Digital Storytelling
FRBR	Functional Requirements for Bibliographic
ICT	Information and Communications Technology

CHAPTER 1

INTRODUCTION

1.1 Background

Moral education is defined as the process whereby a person develops responsible attitudes towards others and skills of moral judgment about what is right and wrong (Majmudar, 1998). Moral education is important as part of spiritual civilization that could prevent serious social problems such as violent juvenile crime, teen pregnancy, suicide, etc. Moral education is not new in the Malaysian education system; in fact, the Ministry of education has made moral education as a compulsory subject in both primary and secondary school. This means that the student has been exposed to considerably sufficient moral education for at least 11 years since the early age of 7 to 17 years old. The society, however, is overwhelmed with reports from the media about the increases of violent juvenile crime, teen pregnancy, and suicide which did not reflect the length of times people learn moral education in school. Sugathan & Kalid (2009) blame the traditional practice of teaching and learning approach of the moral subject in which the student plays the passive role, and the teacher plays the active role, as one of the contributors of this issue. They claim that the traditional practice of teaching moral education in school make it difficult for the student to relate the points taught to their understanding, imagination, and reality.

In this modern era of information and technology, the traditional teaching and learning although still applicable, it could be enhanced by using the modern tools such as multimedia, to improve student understanding and appreciation of moral education in school. Slack (1999) revealed that students are more motivated to learn

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