

**DESIGNING INTERACTIVE YAYASAN
SULTANAH BAHIYAH WEBSITE**

**A Thesis submitted to the Graduate School in partial
fulfilment of the requirement for the degree
Master in Information Technology
Universiti Utara Malaysia**

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ABSTRACT

This project objective was to develop an interactive website for Yayasan Sultanah Bahiyyah. The development process adopted a hybrid process model proposed by Isa and Othman (2001), which focused mainly on interactive and intelligent user interface development.

The website development adopted using several multimedia application software, For example, PHP, Dreamweaver and Adobe Photoshop.

The outcome of the website was very encouraging, 93% of the respondents viewed the website as interactive and intelligent.

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CHAPTER ONE

INTRODUCTION

All the way through, in the world history, humankind existence can be characterised into difference time ages. During Information Technology age, IT was the main catalyst for effective and efficient government, businesses, societies and education. However, in the new millennium - Knowledge Technology Age (Othman *et al*, 2000) Information Technology is an essential need for every individual i.e. government, business, societies and education to survive in this millennium - a period, which changes takes place drastically.

Concurrently, in this Knowledge Technology Age, many brick-and-mortar organisation may be dipping their toes into the alluring pond of Web technology and either deciding to add a Web touch point or delay committing until clear winners in the battle for standards and markets share appear. In contrast, for many customers, the Web is enough to fill their pleasure, education, entertainment, and, for many handsome profits. They view the Web and the seemingly endless parade of faster, more-compact computers and higher-speed networks as tools that allow them to function with increased effectiveness.

The contents of
the thesis is for
internal user
only

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