DEVELOPING AN INTERACTIVE MULTIMEDIA APPLICATION FOR E-LEARNING JAPANESE LANGUAGE

A Project Paper submitted to the Graduate School in partial fulfillment
of the requirements for the degree of
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by

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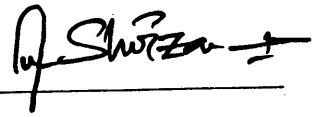
(Signature) : 

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ABSTRACT (BAHASA MALAYSIA)

Projek ini dihasilkan untuk membangunkan satu perisian aplikasi multimedia interaktif untuk mewujudkan pembelajaran secara elektronik bagi pembelajaran bahasa Jepun. Aplikasi ini bertujuan menyumbangkan terhadap pembangunan aplikasi pendidikan di Malaysia. Aplikasi ini dapat menawarkan pembelajaran bahasa Jepun yang menarik. mudah belajar dan efektif dengan penggunaan teknologi komputer dan multimedia yang canggih. Aplikasi ini dapat menyediakan pembelajaran berbantukkan komputer bagi kursus bahasa Jepun dan menyediakan suasana belajar mengikut kehendak dan kemampuan dalam pembelajaran bahasa Jepun. Kertas projek ini memberi penumpuan daripada penghasiian konsep pembangunan aplikasi sehmgga terhasilnya versi prototaip aplikasi. Kekurangan aplikasi ini juga dibincangan. Selain itu, pembangunan dan kajian selanjutnya juga dicadangkan agar memperbaiki atau menghasikan aplikai yang lebih baik pada masa depart.

ABSTRACT (ENGLISH)

This project is developed to present an interactive multimedia application for providing electronic learning (e learning) in Japanese ianguage. The application aimed to contribute to the growth of educational application development in Malaysia. It provides fun, easy and effective approach in learning Japanese by integrating current sophisticated computer and multimedia technologies. It uses as computer-based instruction (CBI) to enhance the Japanese classes and provide self-paced environment in learning Japanese language. The paper focused on the project application from concept to produce the prototype version of the application. Limitations of the developed application are discussed as well. The future research and development of the project ax suggested to take consideration in order to improve or to produce a better version in the future.

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CHAPTER ONE:

INTRODUCTION

The project is initiated to develop an interactive multimedia application for providing electronic learning (e-learning) in Japanese language. This chapter will cover background of interactive multimedia application in education, problems faced by the traditional classroom instruction method and the objective of the project. It will also cover the requirement, scope and significance of the project.

1.1 Background

After the Multimedia Super Corridor (MSC) was launch in 1996, multimedia has become a "*buzzword*" that using by many people in Malaysia. According to Gehris (1998), *multi* means more than one, and *media* means a form of communication. Generally, multimedia can be refer to any computer-based application or presentation software that integrates at least two or more of the elements like text,

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