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**GUIDELINES IN PREPARING FOR COURSEWARE
DEVELOPMENT FOR MULTIMEDIA SUBJECTS IN
SCHOOLS IN MALAYSIA**

By

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**UNIVERSITI UTARA MALAYSIA
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MULTIMEDIA SUBJECTS IN SCHOOLS IN MALAYSIA**

**A Thesis submitted to the Graduate School in full fulfillment of the
Requirements for the degree of Doctor of Philosophy
Universiti Utara Malaysia**

**by
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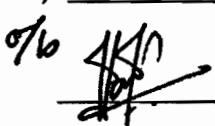
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ABSTRACT

Computer-based for teaching and learning has becoming more popular and widely accepted. Interactive presentation with animations for knowledge transfer is more effective and viable compared to conventional diagrams. Developing a methodology for developing teaching and learning courseware for selected topic of Multimedia is the main objective of this research. The teaching and learning courseware is developed for a Form 2. The multimedia and interactive presentation by the courseware would expedite the learning and understanding process. Besides that, it would motivate the students to explore further. Formative evaluation will be done along with the development phase to ensure the courseware practically used. In conclusion, the courseware developed will fulfill the important criteria in attracting attention, fun and motivation in learning process.

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CHAPTER 1

INTRODUCTION

Multimedia is a media that comes from a combination of different content from various forms. In general, multimedia includes a combination of text, audio, still images, animation, video, and interactivity content forms. It is used in many aspects to present contents to audience. It is very wide used in the world for example in education, medical, airports, business and others.

The use of multimedia courseware as part of a teaching strategy has many potential benefits that relate to learners, instructors, the learning content, the learning process and to access to learning. However, quality learning outcomes can only be achieved with the considered application of pedagogy to the design of the learning content as well as to the management of the learning process that revolves around its use. Instructors and instructional designers must pay attention not only to the creation of content but also to the broader embedding context within which the courseware will be used.

The bottom line is that students stand to gain from a broader and richer learning experience that not only helps them achieve their education objectives but which also makes learning an enjoyable and intrinsically rewarding experience.

The contents of
the thesis is for
internal user
only

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