

**DESIGNING INTERACTIVE YAYASAN
SULTANAH BAHYIAH 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 Bahiyah. 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.

ACKNOWLEDGEMENT

I would like to express my sincere thanks to En Issham Isa for his guidance, insight and support throughout the preparation of this thesis. I would like to thank Prof. Dr. Abu Talib for his helpful comments and suggestions after reading the thesis.

I would also like to thank En Ahmad Fuad for voluntarily helping to improve the quality of the thesis from the technical presentation point of view.

My appreciation also goes to the people who were willing to participate in my survey.

I would like to thank my wife Noor Zalina, for her patience, understanding, support and love.

Lastly, I would like to thank my mother Latifah Hassan, for her maternal love, advice, support and spiritual guidance.

TABLE OF CONTENTS

PERMISSION TO USE
ABSTRACT (ENGLISH)
ACKNOWLEDGEMENT
TABLE OF CONTENT
LIST OF TABLES
LIST OF FIGURES

Chapter 1: INTRODUCTION

1.1 The Context of the Study	1
1.2 Statement of Problem	2
1.3 Significance of the Study	2

Chapter 2: MULTIMEDIA USER INTERFACE PROCESS MODEL

2.1 Introduction	3
2.2 Process Model	4
2.3 Multimedia User Interface Process Component	5
2.3.1 Requirement Phase	5
2.3.2 Evaluation Phase	19
2.3.3 Implementation Phase	20
2.3.4 Release Phase	21

Chapter 3: METHODOLOGY

3.1 Introduction	22
3.2 Development Process	23
3.3 Survey Process	24

Chapter 4: FINDING AND DISCUSSION	
4.1 Introduction	27
4.2 Data Acquisitions	28
1. Icon	28
2. Menu	29
3. Function Key	30
4. Quit Key	31
5. Help Mode	32
6. Error Management	33
7. Feedback	34
8. Text	35
9. Audio	36
10. Animation and Video	37
11. Graphic	38
12. Colour and Contrast	39
4.3 Conclusion	40
Chapter 5: CONCLUSION	41
REFERENCE	42
APPENDIX A: Instrument	43
APPENDIX B: Website Snapshot	47

LIST OF TABLES

2.1. Multimedia User Interface Process Roadmap	6
2.2 Context of Use Guideline	7
2.3. Checklist for User Interface Requirement Specification	7
2.4. Guideline for Selecting Input Device	10
2.5. Data Dictionary's Element	10
2.6 User Interface Functionality Guideline	11
3.1. Design Element Evaluation Checklist	25
3.2 Multimedia Element Evaluation Checklist	26

LIST OF FIGURE

2.1 Multimedia User Interface Process Model Lifecycle	5
3.1 Development Framework	22
3.2 Apache Interface	24
5.1. Icon	28
5.2. Menu	29
5.3 Function Key	30
5.4 Quit Mode	31
5.5 Help Mode	32
5.6 Error Management	33
5.7 Feedback	33
5.8 Text	34
5.9 Audio	35
5.10 Animations and Video	36
5.11 Graphic	37
5.12 Colour and Contrast	38

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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