

**PERPUSTAKAAN
KOLEJ UNIVERSITI INSANIAH**

SUNNAH JUMAAT COURSEWARE

A final year project submitted to the Kuliyyah kejuteraan dan teknologi Maklumat in partial fulfillment of the requirements for the degree of Bachelor of Information Technology (Multimedia Technology), Kolej Universiti Insaniah.

by

AMALINA AIMAN BINTI CHE ROSLI

© Amalian Aiman Binti Che Rosli, 2014. All rights reserved



12 APR 2015

RUJUKAN SAHAJA

ABSTRACT

Nowadays, the technology of multimedia commonly know as an effective tool in education and have been used widely. The Sunnah Jumaat courseware is a combination of element multimedia, the element involve here Animation, Audio, Text, and Graphic. This courseware focus to introduces Friday Sunnah, the activities that have been practice and teach by Prophet S.A.W. for Kindergarten that age 5 until 9 years old. The main focus to introduces Sunnah Jumaat activities using courseware and little bit information to gain more knowledge for kids. The content of this courseware easy to understand and simple to used. The interactive multimedia courseware application can be helpful and interesting for kids.

TABLE OF CONTENTS

PERMISSION TO USE.....	iii
ABSTRACT.....	iv
ACKNOWLEDGEMENTS.....	v
TABLE OF CONTENTS.....	vi
LIST OF TABLES.....	ix
LIST OF FIGURES.....	x
LIST OF ABBREVIATIONS.....	xii
CHAPTER 1	1
INTRODUCTION	1
1.1 Introduction	1
1.2 Background of study	2
1.3 Problem statement	2
1.4 Objective	3
1.5 Scope.....	3
1.5.1 Age.....	3
1.5.2 Location	3
1.5.3 Content.....	3
1.6 Expected of the study	4
1.7 Summary	4
CHAPTER 2	5
LITERATURE REVIEW	5
2.1 Introduction.....	5
2.2 Multimedia Courseware.....	5
2.2.1 Content of Courseware	5
2.2.1.1 Clip Art	6
2.2.1.2 Audio.....	6
2.2.1.3 Images.....	6
2.2.1.4 Video.....	6
2.3 Interactive Multimedia and Learning.....	6
2.3.1 Multimedia.....	7

2.3.2	Interactivity	7
2.4	Interactive Courseware	7
2.4.1	Computer Assisted Learning	8
2.4.2	Types of Media into The Learning Environment.....	8
2.5	Narrative Structure	8
2.5.1	Character and Plot	8
2.5.2	Balancing Story and Interaction.....	9
2.6	Benefits of Interactive Multimedia	9
2.6.1	Improve Learning	9
2.6.2	Consistent	9
2.6.3	Flexible	9
2.7	Usability Heuristics.....	10
2.7.1	10
2.7.2	10
2.7.3	10
2.7.4	10
2.7.5	10
2.8	Design guidelines for children.....	11
2.9	Teaching Principle	13
2.10	Summary	13
CHAPTER 3		14
METHODOLOGY		14
3.1	Introduction	14
3.2	Project Methodology	15
3.3	The Addie Model.....	16
3.3.1	Addie Framework.....	16
3.4	Project Requirement.....	19
3.4.1	Software requirement.....	20
3.4.2	Hardware requirement	21
3.5	Summary	22
CHAPTER 4		23
DESIGN		23
4.1	Introduction.....	23
4.2	Interactive Courseware Interface	23

4.3	Storyboard Design.....	23
4.4	Color concept	24
4.4.1	Color Meaning.....	24
4.4.1.1	Green	24
4.4.1.2	Blue	24
4.4.1.3	White.....	25
4.4.1.4	Brown.....	25
4.5	Main Concept.....	27
4.6	Menu.....	28
4.6.1	Mandi Sunnah Jumaat Interface	29
4.6.2	Bersugi atau memberus gigi Interface	31
4.6.3	Membaca Al-quran Interface.....	33
4.6.4	Memotong kuku Interface	34
4.6.5	Exit Interface	35
4.7	Design Software	36
4.8	Audio Software	37
4.7	Summary	38
CHAPTER 5		39
PROJECT RESULT		39
5.1	Introduction	39
5.2	Simulation Result	39
5.2.1	Interface Design	40
5.3	Summary	44
CHAPTER 6		45
DISCUSSION AND CONCLUSION.....		45
6.1	Introduction	45
6.2	Discussion.....	45
6.3	Works Limitation and Solution.....	46
6.4	Future Works	46
6.5	Conclusion.....	47
Bibliography		48
Appendices.....		49