

**DEVELOPMENT OF KEMAHIRAN HIDUP TINGKATAN SATU (1)
COURSEWARE PROTOTYPE USING USER CENTERED DESIGN (UCD)
METHODOLOGY BASED ON THE MODALITY PRINCIPLE**

A thesis submitted to the faculty of Information Technology
in partial fulfillment of the requirement for the degree
Master of Science (Information Technology)
Universiti Utara Malaysia

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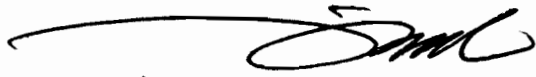
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ABSTRACT

Many educational coursewares have been developed either from the government sector or private sectors. However, the coursewares only for core subjects such as *Bahasa Malaysia*, English, Mathematics, and Sciences. The rest is still under development. This is maybe because of low resources and need more multimedia learning theory applied. The objective of this study is to identify the user requirement and applied it to CDKH prototype. The methodology of this study is User Centered Design Methodology (UCD). Thereby this paper discuss about the problem faced by the students in learning *Kemahiran Hidup*. The limitations for developing a good courseware have been verified. The development of this courseware is by involving the user as part of the development team and process. For a maximum effectiveness, the courseware will be developed by using Adobe Director with customize lingo script to make the interaction more effective. The respondents are most equally for the color to background and font color. The respondent are like to have the animation background, background music. The type of exercise that the respondents like most is the drag and drop type. The respondents are also like the simple theme. Result that get from the evaluation is most of the respondent are like about the interfaces in the CDKH prototype.

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LIST OF ABBREVIATIONS

Acronym	Meaning
CDKH	Courseware Kemahiran Hidup
QUIS	Questionnaire for User Interface Satisfaction
UCD	User centered design

CHAPTER 1

INTRODUCTION

1.1 BACKGROUND

Learning is a basic process for human. Naturally from first day of born, a person will start to learn, and the learning process will continuous and become mature together with the knowledge and physical development. As the learning processes become mature, the kind of learning methods either formal or informal to equip the person with more and more new knowledge. Learning processes and techniques evolve to align with continues factors. In this 21st century, learning is closely associated with technology especially in Information Technology.

The multimedia tools become popular since middle of 1990s. The power of multimedia tools such as audio, video, graphic, animation, and text or combination of it into single application or presentation is making huge of change to the society (Singh, 2003). The main things that make this tools becoming more powerful is the interactive ability. From the educational researcher observed, they can conclude that the more element used in the process, the better ability for people to grab and absorbed the knowledge from the learning material (Ayub, Venugopal & Nor,

The contents of
the thesis is for
internal user
only

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