

**THE USE OF INTERACTIVE MULTIMEDIA-BASED LEARNING FOR
NETWORK CABLE INSTALLATION COURSE**

ABDUL AZIZ BIN AB NASIR

UNIVERSITI UTARA MALAYSIA

2011



**KOLEJ SASTERA DAN SAINS
(College of Arts and Sciences)
Universiti Utara Malaysia**

**PERAKUAN KERJA KERTAS PROJEK
(Certificate of Project Paper)**

Saya, yang bertandatangan, memperakukan bahawa
(I, the undersigned, certifies that)

**ABDUL AZIZ BIN AB NASIR
(801541)**

calon untuk Ijazah
(candidate for the degree of) **MSc. (Information Technology)**

telah mengemukakan kertas projek yang bertajuk
(has presented his/her project of the following title)

**THE USE OF INTERACTIVE MULTIMEDIA-BASED LEARNING
FOR NETWORK CABLE INSTALLATION COURSE**

seperti yang tercatat di muka surat tajuk dan kulit kertas projek
(as it appears on the title page and front cover of project)

bahawa kertas projek tersebut boleh diterima dari segi bentuk serta kandungan
dan meliputi bidang ilmu dengan memuaskan.
(that this project is in acceptable form and content, and that a satisfactory
knowledge of the field is covered by the project).

Nama Penyelia
(Name of Supervisor) : **ASSOC. PROF. ABDUL NASIR ZULKIFLI**

Tandatangan
(Signature) : Abd. Nasir Tarikh (Date) : 28/2/11

Nama Penilai
(Name of Evaluator) : **MADAM SITI SAKIRA KAMARUDDIN**

Tandatangan
(Signature) : Sit Tarikh (Date) : 28/2/11

PERMISSION TO USE

In presenting this thesis in partial fulfillment of the requirements for a postgraduate degree from Universiti Utara Malaysia, I agree that the University Library may make it freely available for inspection. I further agree that permission for copying of this thesis in any manner, in whole or in part, for scholarly purpose may be granted by my supervisor(s) or, in their absence by the Dean of the Graduate School. It is understood that any copying or publication or use of this thesis or parts thereof for financial gain shall not be allowed without my written permission. It is also understood that due recognition shall be given to me and to University Utara Malaysia for any scholarly use which may be made of any material from my thesis.

Requests for permission to copy or to make other use of materials in this thesis, in whole or in part should be addressed to:

Dean of Research and Postgraduate Studies
College of Arts and Sciences
Universiti Utara Malaysia
06010 UUM Sintok
Kedah Darul Aman
Malaysia

ABSTRAK

Kajian ini dilakukan untuk menentukan keberkesanan pelaksanaan Interaktif Multimedia Courseware dalam mempelajari kursus Rangkaian Pemasangan Kabel di Kolej Komuniti, Kementerian Pengajian Tinggi (Mohe). Kelemahan dan masalah yang ada dalam pendekatan pembelajaran konvensional di Kolej Komuniti akan dijelaskan dan penyelesaian akan dicadangkan oleh penyelidik. Langkah pertama adalah merancang sebuah courseware yang berpadanan yang berkaitan dengan kursus Pemasangan Kabel Rangkaian yang boleh digunakan dalam proses pengajaran dan pembelajaran. Selanjutnya, courseware itu dilaksanakan di kelas dan kemudian dinilai kegunaannya dalam hal persepsi kegunaan, persepsi kemudahan penggunaan, kemampuan belajar dan penggunaan masa depan bagi courseware di kalangan pelajar dan pensyarah. Alat yang digunakan untuk penilaian adalah satu set soal selidik. Pengamatan pada pelajar selepas mereka menggunakan courseware juga dilakukan. Keputusan penilaian menunjukkan bahawa pelajar telah menilai courseware dalam hal kegunaan.

ABSTRACT

This research was conducted to determine the effectiveness of implementing Interactive Multimedia Courseware in learning the Network Cables Installation course at the Community College, Ministry of Higher Education (MoHE). The weaknesses and problems that exist in the conventional learning approach at the Community College will be described and the solution will be proposed by the researcher. The first step was to design a suitable courseware related to Network Cable Installation course that can be used in the teaching and learning process. Next, the courseware was implemented in the class and then evaluated for its usability in terms of perceived of usefulness, perceived of ease of use, learnability and future use of the courseware among students and lecturers. The instrument used for evaluation was a set of questionnaire. Observations on the students after they had used the courseware were also made. The results of the evaluation indicated that students have highly rated courseware in terms of usability.

ACKNOWLEDGEMENTS

By the Name of Allah, the Most Gracious and the Most Merciful

Alhamdulillah, first of all, thanks to Allah SWT for giving me instruction and guidance, ability and strength to complete the project. I would like to acknowledge the following person whose support has been very significant in ensuring the successful completion of this project.

First and foremost, I am grateful to my supportive and helpful supervisor Associate Professor Abdul Nasir bin Zulkifli for assessing and guiding me in the completion of this research. He had always been my source of motivation and guidance. I am truly grateful for him constant support and cooperation in assisting me all the way through the semester.

Finally, I wish to thank all my dearest family members, especially my mother (Ismiyati Kadiman), my wife (Hasanah Mohd Zain) and my children (Muhammad Nizamuddin, Hani Safiyyah, Nuris Saadah, Muhammad Naufal and Adibatul Iffah) for being by my side and pray for me since I started my study. Besides that, I would like to appreciate to all my UUM lecturers, my friends and my great students from Community College Bandar Darulaman (CCBD), on their support and help me directly or indirectly on thesis completion and during my study. For their continuous support, understanding and encouragement until this project has finally finish. I am indeed very grateful to have all of you around me thus given me courage and energy to complete this project. Thank you very much to all of you.

TABLE OF CONTENTS

	PAGE
PERMISSION TO USE.....	I
ABSTRAK.....	II
ABSTRACT	III
ACKNOWLEDGEMENTS.....	IV
TABLE OF CONTENTS	V
LIST OF TABLES.....	VIII
LIST OF FIGURES	IX
LIST OF ABBREVIATION.....	X
CHAPTER 1: INTRODUCTION.....	1
1.1 Background of Study	1
1.2 Problem Statements	2
1.3 Research Question	4
1.4 Research Objectives.....	4
1.5 Scope.....	5
1.6 Significance of Study.....	6
1.7 Structure of the Report.....	7
CHAPTER 2: LITERATURE REVIEW.....	8
2.1 Introduction.....	8
2.2 Interactive	8
2.3 Multimedia.....	9
2.4 Courseware	10
2.5 Teaching and Learning Issues	12

2.6	Usability Evaluation	18
2.7	Development of Courseware	19
2.8	Conclusion	21
	CHAPTER 3: RESEARCH METHODOLOGY	23
3.1	Background of Design Research Methodology	23
3.2	Awareness of Problem	25
3.3	Suggestion	27
3.4	Development of Courseware	28
3.5	Evaluation.....	29
3.6	Conclusion	33
	CHAPTER 4: DEVELOPMENT OF COURSEWARE.....	34
4.1	Create the Media Elements.....	35
4.1.1	Hierarchy Diagram and Flow chart.....	35
4.1.2	Storyboard Design	38
4.2	Digitizing the Analogue Media	39
4.3	Editing the Media Elements.....	40
4.4	Multimedia Authoring	41
4.5	Packaging for Delivery on a CD-ROM	52
4.6	Summary.....	52
	CHAPTER 5: DATA ANALYSIS AND RESULT	53
5.1	Reliability of Data	55
5.2	Mean of Measurement	56
5.3	Observation.....	60
5.4	Summary.....	61

CHAPTER 6: CONCLUSION AND RECOMMENDATION	62
6.1 Conclusion	62
6.2 Recommendation	64
REFERENCES	65
APPENDIX A: SYLLABUS OF NETWORK CABLE INSTALLATION.....	71
APPENDIX B: INTERVIEW FORM FOR LECTURER.....	72
APPENDIX C: USABILITY QUESTIONNAIRE	73
APPENDIX D: OBSERVATION NOTES	77

LIST OF TABLES

NO	NAME OF THE TABLE	PAGE
	Table 3.1: Sample of items for perceived of Usefulness	30
	Table 3.2: Sample of items for perceived of Ease of Use	31
	Table 3.3: Sample of items for Learnability	31
	Table 3.4: Sample of items for Future of Work.....	32
	Table 3.5: Five-point traditional Likert scale	32
	Table 5.1: Percentage of respondent background.....	55
	Table 5.2: Data reliability	56
	Table 5.3: Constructs measurement.....	57
	Table 5.4: Items of Perceived of Usefulness measurement.....	58
	Table 5.5: Items of Perceived of Ease of Use measurement	59
	Table 5.6: Items of Learnability measurement.....	59
	Table 5.7: Items of Future Use measurement.....	60

LIST OF FIGURES

NO	NAME OF THE FIGURE	PAGE
	Figure 2.1: Diagram of the Multimedia Authoring Process (MAP).....	20
	Figure 2.2: Diagram of the Multimedia Design Process (MDP)	21
	Figure 3.1: The Design Research Methodology	25
	Figure 4.1: General flowchart and hierarchy	36
	Figure 4.2: Hierarchical structure	37
	Figure 4.3: Linear structure	37
	Figure 4.5: Start screen of NCI Courseware.....	42
	Figure 4.6: Main Menu screen.....	43
	Figure 4.7: Menu1 - Types of Cable.....	44
	Figure 4.8: Sample of sub-menu for Menu1.....	45
	Figure 4.9: Menu 2 – Tools	46
	Figure 4.10: Sample of sub menu for Menu 6	47
	Figure 4.11: Menu 3 – Network Cable Installation	48
	Figure 4.12: Sample of sub-menu for Menu3.....	49
	Figure 4.13: Menu 4 - Quiz	50
	Figure 4.14: Sample of sub menu for Menu 4	51

LIST OF ABBREVIATION

CCBD	Community College Bandar Darulaman
CD	Compact Disc
NCI	Network Cable Installation
GDC	General Design Cycle
ICT	Information and Communication Technology
IS	Information System
IT	Information Technology
MAP	Multimedia Authoring Process
MDP	Multimedia Development Process
MoHE	Ministry of Higher Education
PC	Personal Computer
SCORM	Sharable Content Object Reference Model
SDRM	System Development Research Methodology
SPM	<i>Sijil Pelajaran Malaysia</i>
SPSS	Statistical Package for Social Sciences
STP	Shielded Twisted Pair
UTP	Unshielded Twisted Pair

CHAPTER 1

INTRODUCTION

1.1 Background of Study

Network Cable Installation is one of the courses offered in the Certificate of System Computer and Support Program at the Community College, Ministry of Higher Education. This program is offered to all candidates especially *Sijil Pelajaran Malaysia (SPM)* school leavers. The Network Cable Installation course consists of various topics which include; cable types, connectors, equipment, cable patching and network wiring. Two approaches will be used by lecturers in teaching their students; theoretical and practical. These two approaches are based on the syllabus requirements at the Community College where 25% is theoretical while 75% is practical. This course is offered to students during the last semester or fourth semester in order to complete the requirements of the program before they are able to graduate.

Teaching and learning process is the main focus of this study whether it is effective or less amongst students in Community College especially the Bandar Darulaman Community College, Jitra, Kedah. Usually, there are two lecturers conducting one class, with the average students from 25 to 30. The College also has

The contents of
the thesis is for
internal user
only

REFERENCES

- Bass, R. (2003). A brief guide to interactive multimedia and the study of the United States. Retrieved January 15, 2009, from www.georgetown.edu/faculty/bassr/multimedia.html
- Changing mind.org (2011). *Likert Scale*. Retrieved from http://changingminds.org/explanations/research/measurement/likert_scale.htm
- Chen, Y., & Paul, R.J. (2003). Editorial: Individual differences in web-based instruction-an overview. *Br. J. Educ. Technol.*, 34, 385-392.
- Chittur M.Y. (2009). Overview of the Technology Acceptance Model: Origins, Developments and Future Directions. *Sprouts: Working Papers on Information Systems*, 9(37). Retrieved from <http://sproutsaisnet.org/9-37>
- Costa, A.P, Loureiro, M.J, Reis, L.P., Sá,P., Guerra, C., & Vieira,R. (2009). Courseware Sere: Technical and Didactic Evaluation. Retrieved November 21, 2010 from <http://www.formatex.org/micte2009/book/502-506.pdf>
- Daily, B. (1994). Multimedia and Its Impact on Training Engineers. *International Journal of Human-Computer Interaction*, 6(2), 191-204.
- Educational software. *Wikipedia the free encyclopedia*. Retrieved from http://en.wikipedia.org/wiki/Educational_software
- Ellis, A., & Sims, R. (1994). Multimedia authoring: Developing effective training programs. *Paper presented at the Asia Pacific Information Technology in Training and Education Conference and Exhibition*, Brisbane
- Faridah Hanim Yahya, & Halimah Badioze Zaman. (2008). Development of interactive multimedia courseware using Problem Based Learning for mathematics form 4 (PBL MathS-Set). *International Symposium*, 2, 1-6. doi: 10.1109/ITSIM.2008.4631737. Retrieved November 21, 2010.
- Gregg, D., Kulkarni, U., & Vinze, A. (2001). Understanding the Philosophical Underpinnings of Software Engineering Research in Information Systems. *Information Systems Frontiers*, 3(2), 169-183.

- Griffith, M. L., Lamancusa, J.S., Jorgensen, J.E., & Velez, J. (1997). Multimedia courseware to enhance the classroom experience. *Frontier in Education Conference*, 3, 1171-1174. doi: 10.1109/FIE.1997.632625. Retrieved November 21, 2010.
- Hamilton, J. (2010). *How to make a network cable*. Retrieved October 31, 2010, from <http://www.wikihow.com/Make-a-Network-Cable>
- Harshorne, C., & P. Weiss Pierce, C. S. (1931-1935). Collected Papers, Eds. Cambridge, MA:Harvard University Press.
- Hevner, A., March, S., Park, J. and Ram, S. (2004). Design Science in Information Systems Research. *MIS Quarterly*, 28(1), 75-105.
- Home-network-help. *Straight cable*. Retrieved January 21, 2011, from <http://www.home-network-help.com/straight.html>
- Johns, J.F. (1999). Web-Based Practice Environments to Teach Mechanical Skills, *Interactive Multimedia Electronic Journal of Computer-Enhanced Learning (IMEJ)*, 1(1), May. Retrieved from <http://imej.wfu.edu/articles/1999/1/01/index.asp>
- Kachian, C. & Wieser, P. (1999). You Can Almost Feel the Music: Redesigning a Course for New Media Delivery, *Interactive Multimedia Electronic Journal of Computer-Enhanced Learning (IMEJ)*, 1(1), May.
- Kamsah, M, Mokhtar, S., Ahmad, R, and Yaakob, M. (2000). Developing the concept of e-university for Malaysian public universities. *e-learning 2000: Accelerating e-Learning Towards Higher Education Value, Malaysian International Conference & Exhibition on Electronic Learning 2000*, Kuala Lumpur, Malaysia, May 25.
- Kuechler, W. B., & Vaishnavi, V.K. (2004). Design research. Retrieved October 27, 2010, from <http://www.cis.gsu.edu/~emonod/dea-dauphine/design-research-docs/Vaishnavi%20and%20Kuechler%202004%20Design%20Research.doc>
- Kuechler, W., Vaishnavi, V. K., & Stacie Petter, S. (2008). The Aggregate General Design Cycle as a Perspective on the Evolution of computing Communities of Interest. *Taylor & Francis Group, LLC*.

- Li, Z., & Tang, M. (2010). Probe into the University Multimedia Teaching Courseware Development Mode. *E-Health Networking, Digital Ecosystems and Technologies*, 2, 171-174. doi: 10.1109/EDT.2010.5496401.
- March, S., & Smith, G. (1995). Design and Natural Science Research on Information Technology. *Decision Support Systems*, 15, 251 - 266.
- Mat Zin, & Nor Azan. (2009). A-MathS Multimedia Courseware for Effective Mathematic Learning: Matching Instructions to Student's Learning Style. *Journal of Applied Sciences*, 9(8), 1510-1516. Retrieved November 21, 2010 from <http://docsdrive.com/pdfs/ansinet/jas/2009/1510-1516.pdf>
- Mayer, R. E. (2001). *Multimedia Learning*. United States: Cambridge University Press.
- McAndrews, G.M., Mullen, R.E., & Chadwick, S.A. (2005). Relationships among learning styles and motivation with computer-aided instruction in an agronomy course. *J. Natural Resour. Life Sci. Educ.*, 34, 13-16.
- Najjar, L.J. (1996). Multimedia Information and Learning. *Journal of Multimedia and Hypermedia*, 5(2), 129-150.
- Neo, M., & Neo, K. T. K. (2001). Innovative teaching: Using multimedia in a problem-based learning environment. *Journal of Educational Technology & Society*, 4(4), 19-31.
- Neo, M., & Neo, T.K. (2004). *Teacher as multimedia developer: using multimedia authoring tools to enhance teaching and learning in the classroom*. Retrieved on February 22, 2011, from http://www.ascilite.org.au/ajet/e-jist/docs/Vol7_No1/CurrentPractice/Teachers_mm_dev.htm
- Neo, M., & Neo, T.K. (2004). Integrating multimedia into the Malaysian classroom: Engaging students in interactive learning. *The Turkish Online Journal of Educational Technology*. 3(4). Retrieved from <http://www.tojet.net/articles/334.pdf>
- Ng, J., & Yee, Y. (2001). Evaluating the effectiveness of an interactive multimedia computer-based patient education program in cardiac rehabilitation. *Occup. Therapy J. Res.*, 21, 260-275.

- Norfarhana Abdollah, Wan Fatimah Wan Ahmad, Emelia Akashah Patah Akhir. (2010). Multimedia Design and Development in 'Komputer Saya' Courseware for Slow Learners. *Computer Research and Development*, 354-358. doi: 10.1109/ICCRD.2010.44
- Nunamaker, J., Chen, M. , & Purdin, T. (1991). System Development in Information Systems Research. *Journal of Management Information Systems*, 7(3), 89 – 106.
- Purao, S. (2002). Design Research in the Technology of Information Systems: Truth or Dare. *GSU Department of CIS Working Paper*, Atlanta.
- Rafaeli, S. (1988). Interactivity: From new media to communication. *Journal of Sage Annual Review of Communication Research: Advancing Communication Science*, 16, 110-134.
- Rozaina Ghazali. (2008). Guidelines in preparing for courseware development for multimedia subjects in schools in Malaysia. Thesis, Universiti Utara Malaysia.
- Sims, R. (1994). Seven levels of interactivity: Implications for the development of multimedia interactivity and training. *Asia Pacific Information Technology in Training and Education Conference and Exhibition Australia*.
- Stemler, L. K. (1997). Educational characteristics of multimedia: A literature review. *Journal of Education Multimedia and Hypermedia*, 6(3/4), 339-359.
- Sung, Y.T., Lin, C.S., Lee, C. L., & Chang, K.E.(2003). Evaluating Proposal For Experiments: An Application of Self and Peer Assessment. *Teaching in Psychology*, 30, 331-334.
- Technical Planning Committee Community College. (2002). *ESS311 Pemasangan Kabel Rangkaian*, No 2/2002. Kuala Lumpur: Community Colleges, Ministry of Higher Education.
- Takeda, H., Veerkamp, P., Tomiyama, T., & Yoshikawam, H. (1990). Modeling Design Processes. *AI Magazine Winter*, 37-48.
Retrieved from
<http://www.crcnetbase.com/doi/abs/10.1201/9781420059335.ch3>

- Teoh, B. S. P., & Neo, T. K. (2006). Innovative teaching: Using multimedia to engage students in interactive learning in higher education. *Information Technology Based Higher Education and Training*, 329-337. doi: 10.1109/ITHET.2006.339782. Retrieved November 21, 2010.
- Trigui Mohamed Salim. (2009). Arabic language learning (ALL) for kids. Thesis, Universiti Utara Malaysia.
- Vaishnavi, V. & Kuechler, W. (2004/5). *Design Research in Information Systems*, last updated August 16, 2009. Retrieved from <http://desrist.org/design-research-in-information-systems>
- Vaughan, T. (2006). *Multimedia: Making it Work (seventh ed.)*. Osborne: McGraw-Hill.
- Wan Malini Wan Isa, Fadhilah Ahmad, Mat Atar Mat Amin, Mohd Sufian Mat Deris, Azilawati Rozaimee, Wan Mohd Rizhan, et al. (2010). Development And Innovation of Multimedia Courseware for Teaching and Learning of KAFA Subjects. *Computer Technology and Development*, 100-104. doi: 10.1109/ICCTD.2010.5646074
- Wan Adli Ridzwan Wan Hassan. (2007). *An application for creating e-learning content storyboard based on instructional design principled*. Thesis, Universiti Malaya, Kuala Lumpur.
- Warschauer, M. (1996). *Computer Assisted Language Learning: An Introduction*. In S. Fotos (Ed.) *Multimedia Language Teaching*, Tokyo: Logos International.
- Whatis.com (2008). *Courseware*. Retrieved on February 26, 2011, from http://whatis.techtarget.com/definition/0,,sid9_gci213544,00.html
- Wikipedia the free encyclopedia (2011). *Crossover cable*. Retrieved on January 21, 2011, from http://en.wikipedia.org/wiki/Crossover_cable
- Wikipedia the free encyclopedia. *Ethernet crossover cable*. Retrieved on January 21, 2011, from http://en.wikipedia.org/wiki/Ethernet_crossover_cable
- Wikipedia the free encyclopedia (2011). *Courseware*. Retrieved from <http://en.wikipedia.org/wiki/multimedia>
- Wikipedia the free encyclopedia. *Interactivity*. Retrieved from <http://en.wikipedia.org/wiki/Interactivity>

Wikitionary the free dictionary (2011). *Multimedia*. Retrieved from
<http://en.wiktionary.org/wiki/multimediathe>

Zurina Muda. (2006). Storytelling Approach In Multimedia Courseware: An Introduction To Science For Preschool Education. *Information and Communication Technologies*, 2,2991-2993. doi:
10.1109/ICTTA.2006.1684891