CHAPTER 3

RESEARCH METHODOLOGY

3.1 Introduction

In this chapter will talk about methodology and the process of developing courseware for the interactive Malaysia map for children. The methodology will guide the system to solve the problem and complete the project. In this project will use methodology ADDIE (analysis, design, development, implementation, and evaluation).

The ADDIE have five Phase Acronyms is Analysis, Design, Development, Implementation, and Evaluation. It is characterize a dynamic, elastic guideline for building efficient training and performance support tools. In building of the multimedia learning system, the IDDIE model of Instructional System Design (ISD) model is one of the most Methodologies. The details of phase will be described in next part. Beside that also rates this chapter describes the software and hardware requirement that will be used for development process.
3.2 ADDIE (Analysis, Design, Development, Implementation, Evaluate)

In 1975, ADDIE model was created by the Center for Educational Technology at Florida State University for the U.S. armed Forces. It was developed in answer to the United States military need to find a way to create more efficient training programs as their defense machinery became more complicated. This resulted in the propose models that are in use today. ADDIE referred to as Instructional Systems Design (ISD), Instruction System Design & Development (ISDD), and System Approach to Training (SAT) or Instructional Design (ID).

Today, many of the instruction models use are variations of the original ADDIE model. ADDIE stands for Analyze, Design, Development, Implementation, and evaluation with each step or phase important into the next and ongoing evaluation throughout all of the phases.

The ADDIE model is a systematic, step by step framework used by interactional design, developers and trainers to make sure that course development and learning occur in a controlled and structures way. The ADDIE model consists of five phase:
3.2.1 Analysis

This research study has begun with analyzing of interface design characteristics in the existing government guideline, followed by strength of interview with the developers those concerned in the development of the existing courseware. In this primarily data collection, a content analysis technique was used. The interface design characteristics that identified in this existing guideline will be categorizing accordingly to the selected component. This content analysis will define the common interface design characteristic exists in the guidelines provided. In order to get knowing how really the developer developed the boundary design of the presented courseware, a field visit and face to face in-depth interview has been conducted with the chosen courseware developer those involved with the development of the current existing courseware.

3.2.2 Design

Design is the second phase in the ADDIE model. Brainstorming step is a process in design. Besides, it can recognize the details of training materials to assemble the