CHAPTER 1

INTRODUCTION

1.1 Introduction

Malaysia’s map is usually used in Kajian Tempatan subject. Nowadays student have problems to understand on this subject. Hence, to overcome this problem, a courseware will be developed in interactive and easy way to attract the student’s attention on this subject. With the advance technology that our country have, people nowadays prefer to used technology like computer to gain more knowledge because it have many advantages. Besides, people especially students will be more attracted to the learning method that have some entertainment. Hence this project will help students to understand more about principles of Kajian Tempatan.

The main purpose in this project is to develop the courseware for map interactive learning in Kajian Tempatan subject. This courseware is offer interactive learning and easy to use for student. In this courseware extension, element of design represented by buttons, images and texts are blended into the game approaches to improve the interactivity in this courseware.
This courseware will be provided many steps to play. User should start from the first step before play the next step. Game map is able to assess the level of student’s knowledge. Therefore, student can improve their knowledge of map in Kajian Tempatan subject.

1.2 Problem Statement

The education in schools especially Kajian Tempatan subject still uses traditional method. Usually the teacher will teach this subject in the slide show. Student cannot understand the map because in this subject student need to study a lot of topic. Therefore, students should refer to the teacher or find other resources to better understand the lessons.

In addition, students are also facing some problems to describe what is in the study, for example, describe the location of the capital of each state. These problems require a long time for students to remember the lessons. This case clearly shows that students need a more effective way to help students better understand in the lessons.

To attract the students to study in Kajian Tempatan subject, the teacher prepare a new teaching plan to solve the problems. With the courseware, it helps the teacher in preparing the teaching plan.
1.3 Project Objective

This objective is very important because it shows the desired goals in the software application. Therefore, the objectives have been identified as follows:

1. To study how to develop a courseware for map interactive learning
2. To develop a courseware for map interactive learning
3. To test the functionality of the courseware.

1.4 Project Scope

The scope is also important to ensure that the learning system is running smoothly. The scope, have been lists as follows:

i. The project focuses for student Sek Keb Gambang to learn about the Malaysia’s map in Kajian Tempatan subject.
ii. The system produces the Malaysia’s map in puzzle game. The system can evaluate the knowledge students about the Malaysia’s map. For example, student will match the name of each state at Malaysia map. The system evaluate the student until remember of each state in Malaysia.

1.5 Organization

The organization consists of three chapters. Chapter one will discuss on introduction to developed courseware.

Chapter two will discuss on literature review of system well.

In the chapter three will discuss about project running. The waterfall SDLC is used to finish the project. Developer should follow the phase in methodology in progress the project. In the progress, developer will try to analysis the related information in the system, making the appropriated design to meet system requirements and test the system functional. Developer must know the effect of system in the future and prepare documentation about the system facility in the future.