

UNIVERSITI TEKNOLOGI MARA

**MOBILE COURSEWARE PHYSICS
LEARNING
(CHAPTER 4: ELECTRONIC)
FOR SPM STUDENTS USING
USER-CENTERED DESIGN**

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**BACHELOR OF SCIENCE (Hons.)
INFORMATION SYSTEMS ENGINEERING**

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Universiti Teknologi MARA

**Mobile Courseware Physics Learning
(Chapter 4: Electronic)
For SPM Students Using
User-Centered Design**

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**Thesis submitted in fulfilment of the requirements
for Bachelor of Science (Hons) Information Systems
Engineering
Faculty of Computer and Mathematical Sciences**

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SUPERVISOR'S APPROVAL

PROJECT TITLE

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This report was prepared under the supervision of the project supervisor, Miss Fadzlin Binti Ahmadon. It was submitted to the Faculty of Computer and Mathematical Sciences and was accepted in partial fulfilment of the requirements for the degree of Bachelor of Science (Hons.) Information Systems Engineering.

Approved by

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Miss Fadzlin Binti Ahmadon

Project Supervisor

JULY 30, 2015.

STUDENT'S DECLARATION

I certify that this report and project to which it refers is the product of my own work and that any idea or quotation from the work of other people, published or otherwise are fully acknowledged in accordance with the standard referring practices of the discipline.

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ABSTRACT

Education is a very powerful subject in our life and this matter need to be prioritized. It contributes to country development and its economic growth. In Malaysia, secondary level of education is one of the crucial parts of youth education which will lead them to the tertiary level of education. In secondary education level, most of the SPM students that take Physics subject have difficulty in understanding the science subject as they cannot imagine and experienced the physics concept through current learning method. The current method that uses a textbook as learning material do not attract the students to Physics because it is boring and does not have an illustration of the physical natural phenomena. Implementation of IT in learning lead to the development of computer aided learning (CAL). Interactive multimedia is said as an effective learning tool and can improve the quality of knowledge. Besides, a combination of courseware and mobile application that has been a trend in today's modern life will increase the mobility of the learning tools. Suitable approach will be the guidelines in developing the courseware. An evaluation on the usability and learning effectiveness of the courseware will be done at the end of this project.