SUPERVISOR’S APPROVAL

COURSEWARE FOR PRIMARY SCHOOL SCIENCE SYLLABUS IN PLANTS LIFE PROCESS

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This report was prepared under the supervision of the project supervisor, Puan Nor Azida Mohamed Noh. It was submitted to the Faculty of Computer and Mathematical Sciences and was accepted in partial fulfillment of the requirements for the degree of Bachelor of Computer Science (Hons).

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JULY 30, 2015
STUDENT’S DECLARATION

I certify that this report and the 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

Courseware is one of a learning medium which can be use in helping the learners to improve their skills and knowledge. This courseware will help student in understanding about plants in their plants life process by using pedagogical agent for student within range of age from 10-12 years old. A problem was found in traditional learning such as traditional learning consume more time to learn and conducting experiment. The developed project can help shorten the learning time for student and teaching time for instructor. The objective of this courseware is to develop a courseware that can help student in learning about plants life process using humanoid agent. The development tools used to develop this courseware is Adobe Flash Professional CS6, Audacity and Adobe Photoshop CS6 and will be representing in Windows platform. The courseware was developed based on the ‘Kurikulum Standard Sekolah Rendah (KSSR)’ Science syllabus and the methodology used is ADDIE Model which included five phases which are analysis, design, development, implementation and evaluation. The result after using this courseware show some improvement in student test percentage from 43% to 63%. New features will be add in the future works such as 3D plant and more interactive.

Keywords – Courseware, Science, Primary School, Plants Life Process