THE DEVELOPMENT OF ENP BOARD GAME AS TEACHING AID IN LEARNING *DUNIA SENI VISUAL* AMONG YEAR 2 STUDENT

JANNATUL FARHANA MOHD JAAFAR

M.Ed (Visual Art Education)

February 2014
AUTHOR'S DECLARATION

I declare that the work in this dissertation was carried out in accordance with the regulation of Universiti Teknologi MARA. It is original and is the result of my own work, unless otherwise indicated or knowledge as reference work. This dissertation has not been submitted to any other academic institution for any degree or qualification.

I, hereby, acknowledge that I have been supplied with the Academic Rules and Regulation for Post Graduate, Universiti Teknologi MARA, regulating the conduct of my study and research.

Name of student : Jannatul Farhana Mohd Jaafar
Student I.D. No. : 2012494466
Programme : Master of Education (Visual Art Education)
Faculty : Faculty of Education
Dissertation Title : The Development of ENP board game as teaching aid in learning Dunia Seni Visual among year 2 student.
Signature of Student : ...........................................
Date : February 2014
ACKNOWLEDGEMENT

In the name of GOD, Most Gracious, Most Merciful, Praise be to GOD, Lord of the universe, Most Gracious, Most Merciful, Master of the Day of Judgment, You alone we worship, You alone we ask for help, Guide us in the right path, the path of those whom You blessed, not of those who have deserved wrath nor of the strayers.

(The Key- Al-Fatihah).

Special appreciation goes to my supervisor, Puan Roslaili Anuar, for her supervision and constant support. Her invaluable help of constructive comments and suggestions throughout the experimental and dissertation works have contribute to the success of this study. I would like to express my appreciation to my coordinator program Dr. Harrinni Md Noor and Prof. Mustafa Ghazali Dean, Faculty of Education for their support and knowledge regarding to complete my master study.

I am deeply appreciative to all the seniors of department Visual Art Education, especially to all my closest buddies that have always been there throughout my up and down moments and have lighten my soul. Finally, to all my friends and colleagues that has given me support and encouragement in completing this research. Your noble deeds will be kept in mind forever.
The purpose of this study was to see the development Element and Principle (ENP) board game as a teaching aid in the process of learning in *Dunia Seni Visual* subject among year 2 student. Looking ENP board game as a teaching aid in the process of learning in *Dunia Seni Visual* subject. In addition, it also see the effectiveness of ENP board game as a teaching aid in attracting student interest in the *Dunia Seni Visual* subject. The study was conducted at the Sekolah Kebangsaan Bandar Tun Hussein Onn, Cheras Selangor. The sample consisted of 10 students from year 2. The instrument was used to measure the effectiveness of ENP board game for students in the observation. Observation method was used in the process of collecting data for the study. The findings of the study show that there is a positive relationship between the uses of ENP board game as teaching aid in enhancing students' interest in the *Dunia Seni Visual* subject. Therefore, ENP board game as teaching aid is one way to attract students in *Seni Visual Dunia* subject.

Keywords: *Dunia Seni Visual*, Jill Hadfield Model, Teaching Aid, Visual Art Education
ABSTRAK