THE DEVELOPMENT OF PRINTMAKING GAME
BASE LEARNING COURSEWARE FOR VISUAL ART
EDUCATION SUBJECT AMONG YEAR 5 STUDENTS

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Dissertation submitted in partial fulfilment of the requirement for the degree of
Master of Education (VISUAL ART EDUCATION)

Faculty of Education

January 2015
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 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).

First and foremost, I would like to express my deepest gratitude to Allah SWT, the Almighty, for giving me the strength and courage to complete this research. Not forgetting for thankfulness to my beloved parents for their blessing which have enabled me to face the numerous trials and hindrance.

My deepest appreciation goes to my supervisor cum an advisor Mrs Roslaili Anuar, for her invaluable support and guidance, thank you for providing expert assistance, standing behind my vision and sharing so much of your wisdom. Particular thanks are to be given to other lecturers for guiding me in the right information.

I am deeply appreciative to all the seniors and classmate of department Visual Art Education, especially to all my closest buddies that have always been are there throughout my up and down moments and have lighten my soul. Finally, they are given me support and encouragement in completing this research. Your noble deeds will keep in my mind forever.
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.

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Date : January 2015
ABSTRACT

This study presented Printmaking Game Base Learning Courseware as an effective instructional based learning material. This printmaking game base learning courseware was developed focusing on the syllabus in KSSR (Kurikulum Standard Sekolah Rendah) to help student in learning visual art education subject. Printmaking game base learning courseware is the platform for Visual Art Education (VAE) subject in learning process, share and explore knowledge during the learning process. The research question rises based on a possibility of printmaking game base learning courseware that employs a linear, problem based, user centred, cognitive and constructivist approach to assist in develop the printmaking game base learning courseware. The uniqueness of this printmaking game base learning courseware is including all the information about printmaking in one complete learning courseware. This study is discursive the usability of printmaking game base learning courseware developed by referring to the ASSURE Model design in developing as an effective learning medium.
ABSTRAK