Universiti Teknologi MARA

Development of Interactive UiTM Residential College Information Kiosk

Norfaiza binti Abdullah

Thesis submitted in fulfillment of the requirements for Bachelor of Science (Hons) Information Technology Faculty of Information Technology And Quantitative Science

December 2005
DECLARATION

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

DECEMBER 05, 2005

NORFAIZA BINTI ABDULLAH
2003351968
ABSTRACT

Nowadays, multimedia has shown rapid changes and has positive impact on delivering the information. Recently, many people use multimedia application in their life whether to entertain themselves, to study or as the references. Therefore, many multimedia companies take this opportunity to sell their product either on CD-Rom, online or kiosk based multimedia. An information kiosk is a public stand that supplies text, graphics, video, animation and sound information to the user. The application is an interactive multimedia program which can run on a local computer or via an intranet connection within the enclosure. This project is focusing on the informational kiosk which is the presentation will display more on specific on the information of UiTM Residential College. Since there are quite a few constraints with the traditional method, therefore, this project is carried out to develop multimedia presentation of UiTM Residential College that could be a reference to students as well as the visitors. The data related to the project have been collected through the internet, observation, reading and interviewing. However, for a given limited time, only one residential college had been chosen to be completed with the kiosk application that is located at Kolej Melati. This project found that the kiosk application is able to reduce time on getting information and facilitate officer's work.
# TABLE OF CONTENTS

<table>
<thead>
<tr>
<th>Section</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>DECLARATION</td>
<td>ii</td>
</tr>
<tr>
<td>ACKNOWLEDGEMENT</td>
<td>iii</td>
</tr>
<tr>
<td>ABSTRACT</td>
<td>iv</td>
</tr>
<tr>
<td>TABLE OF CONTENTS</td>
<td>v</td>
</tr>
<tr>
<td>LIST OF TABLES</td>
<td>ix</td>
</tr>
<tr>
<td>LIST OF FIGURES</td>
<td>x</td>
</tr>
</tbody>
</table>

## CHAPTER 1  INTRODUCTION

1.0 Background of the Problem  
1.1 Problem Description  
1.2 Objective  
1.3 Project Scope  
1.4 Project Significance  
1.5 Summary

## CHAPTER 2  LITERATURE REVIEW

2.0 Introduction  
2.1 Residential College  

<table>
<thead>
<tr>
<th>Subsection</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>2.1.1 UiTM Residential College</td>
<td>5</td>
</tr>
<tr>
<td>2.1.2 Kolej Melati</td>
<td>6</td>
</tr>
<tr>
<td>2.2 Multimedia</td>
<td>7</td>
</tr>
<tr>
<td>2.2.1 Sound</td>
<td>8</td>
</tr>
<tr>
<td>2.2.2 Animation</td>
<td>9</td>
</tr>
<tr>
<td>2.2.3 Video</td>
<td>9</td>
</tr>
<tr>
<td>2.2.4 Text</td>
<td>9</td>
</tr>
<tr>
<td>2.2.5 Graphic</td>
<td>9</td>
</tr>
</tbody>
</table>
2.3 Multimedia Title 10
2.4 Kiosk 11
2.4.1 Informational Kiosk 11
2.4.2 Transactional Kiosk 13
2.4.3 Kiosk Components 13
2.4.4 Kiosk Strategy 15
2.4.5 Touchscreen Technology 15
2.5 Approaches by Previous Researchers 16
2.5.1 Health Information System – CATCH II (2001) 17
2.5.2 Garden Smart Centre 17
2.6 Summary 17

CHAPTER 3 METHODOLOGY

3.0 Introduction 19
3.1 Project Initiation 19
3.2 Specification 20
3.2.1 Interview 20
3.2.2 Internet 20
3.2.3 Reading 20
3.2.4 Observation 21
3.3 Design 21
3.3.1 Interface Design 21
3.3.2 Storyboard and Navigation 23
3.3.3 Flowcharting 23
3.4 Production 24
3.5 Review and Evaluation 24
3.5.1 Hardware 24
3.5.2 Software 25
3.5.3 Scripting 25
3.5.4 Test Result 25
3.6 Delivery and Implementation 25
3.6.1 Documentation 26