Universiti Teknologi MARA

Comic Based Learning Courseware For Form 1 History Subject

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Thesis submitted in fulfillment of the requirements for
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APPROVAL

Comic Based Learning Courseware for Form 1 History Subject

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July 2012
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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.

July 2012

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Comics Based Learning Courseware is a new enhancement in educational area for students who studied Form 1 History subject. However, previous researchers such as Game Based Learning Courseware were done purposely for learners who like to play games, while this project leans towards aiding learners who like to read but have difficulties in understanding and memorizing. The development of Comic Based Learning Courseware prototype was done using Macromedia Authorware 7.0 and utilizes multimedia content such as pictures, text, color, sound, and audio as a medium for teaching. The approach that has been taken in this project is to analyze and compare student interest in learning History subject before and after using this courseware. Constructing ADDIE Model is emphasized in five steps of methodology which are analysis, design, development, implementation, and evaluation. This Comic Based Learning Courseware for Form 1 History subject hopefully will contribute further in this evolving education technology.