

Universiti Teknologi MARA

**Design Mobile User Interface (MUI) Prototype for
Mobile Learning Application in Secondary School**

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DECLARATION

I certify that this thesis and the research to which it refers are the product of my own 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.

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Abstract

This project is focus on how to design mobile user interfaces (MUI) for mobile learning application. This topic was chosen because the area of mobile user interface is still evolving. This project used the “overview + detail” visualization technique to design the mobile user interface (MUI) and finally implement some of this ideas in a prototype and tested it. The guidelines give several rules that should be followed when designing an interface to make sure that it is efficiency, easy to use and flexible to meet the user’s satisfaction. Some of the guidelines are the interface should be consistent, support learnability, reversal of action, use familiar terms, good error prevention and many more. In designing the interface for mobile device, there are also some limitations and problems the designers will face. The major problems in designing an interface for mobile device are limited memory or capacity and the small screen size compared to desktop. Due to these problems, there are also the solutions included in this report.

Keywords: Mobile User Interface (MUI), mobile learning, mobile guidelines, mobile interface, interface guidelines, mobile, mobile computer, overview + detail.