

**Universiti Teknologi MARA**

**A Cognitive Approach to Instructional Design for Interactive  
English Vocabulary Word Game**

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## **DECLARATION**

I hereby declare that the work in this project is my own except for quotations and summaries which have been duly acknowledged.

APRIL 27, 2006

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## **ABSTRACT**

Nowadays, computer games are popular not only among children but also to adults depending on type of game and level of their interest on that particular game. But on contrast of that point it is hard to find an appropriate computer game based on the good learning strategy. Currently words game that have been developed such as “Crossword”, ”Hangman” and “Word Puzzle, they are defined as fun and interactive but it is not enough to the vocabulary and understanding of the word itself by the player. This project is mainly focusing on the development of English vocabulary word game using cognitive approach. Cognitive strategies are useful in teaching problem on solving tactics where defined facts and rules are applied in unfamiliar situation. Cognitive theory also can guide on creation of more effective computer-based training and multimedia instruction. This English vocabulary word game is an alternative that introduces u ser to an interactive way in learning and improving their English vocabulary knowledge. This word game will let user construct their knowledge on English vocabulary by playing it level by level and it is encompass with a dictionary and also the correct pronounce of the word. It is suppose that player will remember the word and understand it by playing the game repetitively. The important of the research in this project is that the complexity of the cognitive and the learning strategy towards more effective of language improvement.