

UNIVERSITI TEKNOLOGI MARA

**VIRTUAL LEARNING ENVIRONMENT
WITH EMOTIONAL DESIGN
ELEMENTS FOR UITM STUDENT
(EmoViLE)**

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ABSTRACT

Emotion plays an important role in education especially the positive emotion. Previous studies have underlined the importance of positive emotion for effective learning. Although the benefits of emotion in education has become clear, people tend to overlook this element in learning especially in virtual learning environment (VLE). Based on a preliminary study of current VLE (i-Learn), in Universiti Teknologi MARA (UiTM) the system neglects the proper design elements which can affect the student emotions while using the system. The system has poor user interface design and information architecture. There is also less interaction between the student and lecturer in the current system. Therefore, by integrating the emotional design elements to the VLE, it perhaps can change and improve the current practices of the VLE. The objective of this project are to identify the user requirements, to design the user interface and develop the new VLE with emotional design elements. The target user for this project are students and lecturers in Faculty of Computer and Mathematical Sciences in UiTM Shah Alam. This project was developed using the Web Development Life Cycle (WDLC) methodology consisting of planning, requirement analysis, design, and implementation and testing. Several emotional design elements will be gathered and used in the development of this project based on the data gathering from the user and the study of previous research and existing system. The emotional design elements will be choose and implement on the VLE system. This project tends to improve the overall user experience when using VLE and provide a new method of emotional feedback and emotion monitoring of the students.

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CHAPTER 1

INTRODUCTION

1.0 Introduction

This chapter will explain about the project background, the problem statement, objectives, scopes and the significance of the research study. This chapter are divided into six sections which are research background, problem statement, and research objective, scope of research, research significance and summary.

1.1 Project Background

Emotion is an important aspect that people often overlook in education. Research on emotions in education has shown that students experience a rich variety of emotions in academic settings (Pekrun, Goetz, Daniels, Stupnisky & Perry, 2010). Thus, it is important for emotion to be emphasized in the learning environment. In a virtual learning environment (VLE), it is exceptionally valuable to distinguish the condition of emotions of the student in a reasonable and programmed way (Homrich, Frozza & Schreiber, 2013). Furthermore website user preferred web design stimulating positive emotions because it improves the user experience (Mori, Paternò & Furci, 2014). Therefore, it is important for web design adaptable to emotions to be emphasized in a VLE which refer to the emotional design elements that has been focused on this project. Based on the preliminary study of the current VLE website (i-Learn) in UiTM, the website is lacking in implementing emotional design elements in their