

**UNIVERSITI TEKNOLOGI MARA**

**THE DEVELOPMENT OF ENP BOARD GAME AS  
TEACHING AID IN LEARNING *DUNIA SENI VISUAL*  
AMONG YEAR 2 STUDENT**

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## AUTHOR'S DECLARATION

I declare that the work in this dissertation was carried out in accordance with the regulation of Universiti Teknologi MARA. It is original and is the result of my own work, unless otherwise indicated or knowledge as reference work. This dissertation has not been submitted to any other academic institution for any degree or qualification.

I, hereby, acknowledge that I have been supplied with the Academic Rules and Regulation for Post Graduate, Universiti Teknologi MARA, regulating the conduct of my study and research.

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In the name of GOD, Most Gracious, Most Merciful, Praise be to GOD, Lord of the universe, Most Gracious, Most Merciful, Master of the Day of Judgment, You alone we worship, You alone we ask for help, Guide us in the right path, the path of those whom You blessed, not of those who have deserved wrath nor of the strayers.

(The Key- Al-Fatihah).

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## ABSTRACT

The purpose of this study was to see the development Element and Principle (ENP) board game as a teaching aid in the process of learning in *Dunia Seni Visual* subject among year 2 student. Looking ENP board game as a teaching aid in the process of learning in *Dunia Seni Visual* subject. In addition, it also see the effectiveness of ENP board game as a teaching aid in attracting student interest in the *Dunia Seni Visual* subject. The study was conducted at the Sekolah Kebangsaan Bandar Tun Hussein Onn, Cheras Selangor. The sample consisted of 10 students from year 2. The instrument was used to measure the effectiveness of ENP board game for students in the observation. Observation method was used in the process of collecting data for the study. The findings of the study show that there is a positive relationship between the uses of ENP board game as teaching aid in enhancing students' interest in the *Dunia Seni Visual* subject. Therefore, ENP board game as teaching aid is one way to attract students in *Seni Visual Dunia* subject.

Keywords : *Dunia Seni Visual*, Jill Hadfield Model, Teaching Aid, Visual Art Education

## ABSTRAK

Kajian ini dijalankan adalah untuk melihat perkembangan papan permainan yang berunsurkan seni dan prinsip rekaan (ENP) sebagai bahan bantu mengajar di dalam proses pembelajaran dalam subjek *Dunia Seni Visual* di kalangan pelajar darjah 2. Di samping itu, ianya juga untuk melihat keberkesanan papan permainan ENP sebagai bahan bantu mengajar dalam menarik minat pelajar terhadap subjek Dunia Seni Visual melalui permainan yang dijalankan. Kajian ini telah dilaksanakan di Sekolah *Kebangsaan Bandar Tun Hussein Onn Cheras Selangor*. Sampel kajian terdiri daripada 10 orang pelajar Tahun 2. Instrumen kajian yang digunakan untuk mengukur keberkesanan papan permainan ENP terhadap pelajar dalam bentuk pemerhatian. Kaedah pemerhatian telah digunakan dalam proses memungut data di dalam kajian ini. Dapatan kajian, menunjukkan wujudnya hubungan yang positif di antara penggunaan papan permainan ENP sebagai bahan bantu mengajar dalam mempertingkatkan minat pelajar dalam subjek Dunia Seni Visual. Oleh itu, bahan bantu mengajar merupakan salah satu cara untuk menarik minat pelajar terhadap subjek di dalam sukatan KSSR *Dunia Seni Visual*.