

UNIVERSITI TEKNOLOGI MARA

**THE DEVELOPMENT OF PRINTMAKING GAME
BASE LEARNING COURSEWARE FOR VISUAL ART
EDUCATION SUBJECT AMONG YEAR 5 STUDENTS**

MUHAMMAD RIDHA FAISAL BIN ROSLI KAMAL

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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 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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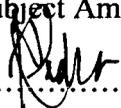
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AUTHOR'S DECLARATION

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.

Name of student : Muhammad Ridha Faisal Bin Rosli Kamal
Student I.D. No. : 2013426796
Programme : Master of Education (Visual Art Education)
Faculty : Faculty of Education
Dissertation Title : The Development of Printmaking Game Base
Learning Courseware for Visual Art Education
Subject Among Year 5 Students
Signature of Student :.....
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ABSTRACT

This study presented Printmaking Game Base Learning Courseware as an effective instructional based learning material. This printmaking game base learning courseware was developed focusing on the syllabus in KSSR (*Kurikulum Standard Sekolah Rendah*) to help student in learning visual art education subject. Printmaking game base learning courseware is the platform for Visual Art Education (VAE) subject in learning process, share and explore knowledge during the learning process. The research question rises based on a possibility of printmaking game base learning courseware that employs a linear, problem based, user centred, cognitive and constructivist approach to assist in develop the printmaking game base learning courseware. The uniqueness of this printmaking game base learning courseware is including all the information about printmaking in one complete learning courseware. This study is discursive the usability of printmaking game base learning courseware developed by referring to the ASSURE Model design in developing as an effective learning medium.

ABSTRAK

Kajian ini memfokuskan terhadap penggunaan “Printmaking game base learning courseware” ataupun koswer permainan seni cetakan berasaskan pembelajaran sebagai suatu alat bantu belajar yang efektif. Perisian berasaskan permainan yang dibina memfokuskan terhadap sukatan pelajaran sekolah rendah ini bertujuan membantu para pelajar dalam proses mempelajari Pendidikan Seni Visual. Perisian ini sebagai platform di dalam subjek Pendidikan Seni Visual dalam proses belajar, berkongsi dan mendalami ilmu pengetahuan di sepanjang proses pembelajaran. Soalan kajian ini terbentuk berdasarkan kebarangkalian koswer permainan seni cetakan berasaskan pembelajaran dalam menggunakan pendekatan linear, pembelajaran berasaskan permasalahan dan menjadi tempat rujukan para pelajar dalam proses pembelajaran, pendekatan kognitif dan konstruktivis dalam proses membina koswer permainan berasaskan pembelajaran. Koswer permainan seni cetakan berasaskan pembelajaran adalah suatu perisian yang unik kerana ianya merangkumi semua maklumat mengenai seni cetakan dalam satu perisian pembelajaran yang lengkap. Kajian ini menguji kepenggunaan koswer permainan seni cetakan berasaskan pembelajaran yang dibina dengan rujukan yang mendalam terhadap Model ASSURE bagi memastikan keupayaan perisian ini sebagai medium pembelajaran yang berkesan.