UNIVERSITI TEKNOLOGI MARA

THE DEVELOPMENT OF TEKAT MULTIMEDIA COURSEWARE BASED ON THE ASSURE MODEL IN VISUAL ART EDUCATION SUBJECT

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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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ABSTRACT

The purpose of this study was to design and develop a computer-assisted courseware on *Tekat* topic for Form 2 Visual Art Education. This *Tekat* courseware uses the ASSURE model as a guide. This courseware is developed as an option for Visual Art Education (VAE) teachers to accurately teach the concept of *Tekat*. The use of graphic videos in teaching the *Tekat* concept is able to improve VAE teachers' understandings on *Tekat* which is rather difficult to be produced manually. Furthermore, this courseware also provides an interactive self-learning environment for the VAE teachers.

Findings from this study found that the VAE teachers were interested to use the *Tekat* courseware in the learning and teaching process in classrooms. By combining the multimedia courseware in the learning and teaching process, the VAE teachers also showed a positive effect on their motivation to teach the *Tekat* topic more effectively. This study also showed that the *Tekat* art is one of the traditional crafts that has to be preserved as a symbol of arts among the Malay society.

ABSTRAK

Kajian ini bertujuan untuk merekabentuk dan membangunkan sebuah perisian pembelajaran berbantukan computer bagi mata pelajaran Pendidikan Seni Visual Tingkatan 2 yang bertajuk Tekat. Perisian Tekat ini menggunakan ASSURE model sebagai panduan untuk menghasilkan perisian Tekat. Perisian Tekat ini dibanggunkan sebagai salah satu pilihan guru seni visual untuk mengajar konsep Tekat dengan lebih tepat. Penggunaan video, grafik dan animasi dalam perisian Tekat ini berupaya mempertingkatkan kefahaman guru seni visual terhadap konsep seni Tekat yang agak sukar dihasilkan. Selain itu perisian ini juga menyediakan persekitaran pembelajaran kendiri yang menarik lagi interaktif kepada guru seni visual.

Dapatan dari kajian ini menunjukkan bahawa guru-guru seni visual sangat berminat untuk menggunakan perisian Tekat ini dalam pengajaran dan pembelajaran mereka didalam kelas. Dengan menggabungkan perisian multimedia didalam pengajaran dan pembelajaran didalam kelas guru-guru seni visual menunjukkan satu kesan yang sangat positif dan motivasi mereka meningkat untuk mengajar subjek seni Tekat ini. Kajian ini juga menunjukkan bahawa seni Tekat adalah salah satu daripada hasilan kraf tradisional yang harus dijaga dan dipelihara sebagai simbol kesenian masyarakat Melayu yang semakin hilang ditelan zaman.