Universiti Teknologi MARA

DEVELOPING A MOBILE APPLICATION FOR ARABIC GRAMMAR LEARNING

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STUDENT DECLARATION

I certify that this thesis and the project to which it refers is the product of my own work and that any idea or quotation from the work of other people, published or otherwise are fully acknowledged in accordance with the standard referring practices of the discipline.

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ABSTRACT

Arabic grammar is one of the important knowledge in learning Arabic language. It can help Muslims to understand the content of Al-Quran. Some people found that Arabic grammar is difficult and confusing in order to get a grasp of the knowledge. On the other hand, leaners faced difficulties in learning Arabic grammar due to limited hours of learning in the class and the less attractive of teaching materials. Thus, this study is aimed to design and develop a mobile application for Arabic grammar learning. Then, the usability of the mobile application is evaluated using usability test. The ADDIE Model has been used as the methodology where this model consists of five phases which are analyze, design, development, implementation, and evaluation. In each phase, the activities, techniques or software used, and the deliverables will be determined by the researcher in order to design and develop a good mobile application. This study also shows that the adaptation of multimedia elements in the mobile application can make the mobile application become more attractive and interactive for learners. The researcher has decided to use Adobe Animate for developing the mobile application. The findings from the usability testing shows that the application has the potential to be used as an Arabic grammar learning tool.

Keywords: *Arabic grammar, ADDIE Model, Multimedia Elements, Adobe Animate, Usability Test.*

TABLE OF CONTENTS

CONTENTS	PAGES
SUPERVISOR APPROVAL	i
STUDENT DECLARATION	ii
ACKNOWLEGDEMENT	iii
ABSTRACT	iv
TABLE OF CONTENTS	v
LIST OF FIGURES	ix
LIST OF TABLES	xi
LIST OF ABBREVIATIONS	xii
CHAPTER 1: INTRODUCTION	1
1.1 Background of Study	1
1.2 Preliminary Study	2
1.3 Problem Statement	6
1.4 Aims and Objectives	7
1.5 Scope	7
1.6 Project Significance	8
1.7 Summary	8
CHAPTER 2: LITERATURE REVIEW	9
2.1 Arabic Language	9
2.1.1 Basic Arabic Grammar	10
2.1.2 Current Practice for Arabic Grammar Learning	11
2.1.2.1 Textbook	11
2.1.2.2 Courseware	12

5.2 Content Expert Review 58

5.3 Functionality Testing 60

5.4 Usability Testing 62

5.4.1 The content of the application 63

5.4.2 The interface design of the application 64

5.4.3 The navigation of the application 66

5.4.4 The sound of the application 67

5.4.5 General feedback 68

5.5 Summary 69

CHAPTER 6: CONCLUSION AND RECOMMENDATION 70

6.1 Advantages of Arabic Grammar application 70

6.2 Limitations of Arabic Grammar application 70

6.3 Recommendation 70

6.4 Conclusion 71

REFERENCES 72

APPENDICES 75

APPENDIX A 76

GANTT CHART 77

APPENDIX B 78

HEURISTIC EVALUATION CHECKLIST 79

APPENDIX C 82

CONTENT EXPERT EVALUATION CHECKLIST 83

APPENDIX D 85

QUESTIONNAIRES FOR USABILITY TEST 86