

UNIVERSITI TEKNOLOGI MARA

**MOBILE APPLICATION:
GAMIFICATION IN NILAM
READING PROGRAM FOR
SCHOOLS**

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DECLARATION

I certify that this report and the research to which it refers are the product of my own work and that any ideas 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

Nowadays the development in mobile application is rapidly increasing due to the age of technology. Everyone owns a smartphone at least. This is an opportunity as a developer to create an application for smartphone. This is a documentation of a project titled, Mobile Application: Gamification in NILAM Reading Program for Schools. This project is divided into five chapter: Chapter 1: Introduction, Chapter 2: Literature Review and Chapter 3: Methodology, Chapter 4: Project Design and Implementation and Chapter 5: Conclusion and Recommendation.

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