Universiti Teknologi MARA

Enhancement of Cultural Interface Design for "Leka Main Anak Mit"

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ABSTRACT

This project aim is to do enhancement towards the courseware interface using the criteria of cultural interface design towards the courseware "Leka Main Anak Mit". The enhancement started with the identification of the courseware cultural usability issues which touch on the user access to content and user experiences. Which from that, it will also identify the courseware's functionality requirements. The courseware content are specifically built for the usage of the school's student of standard 3, who is taking the Iban language subject, in Sarawak. The cultural usability issues identified with regards the implementation of the courseware, which will touches on the presentation of element cultural in the courseware, such as the images, choice of color and the design of the interface. The analyzed of the courseware cultural usability issue are done for the E-Learning Iban web based system. Methodologies used are through the interview and questionnaire, and with the usability methods, the focus groups. Through the identification of the courseware cultural usability issue analyzed, it will also come out with its functionality of the interface, which based on the Nielsen usability principle. As for the accomplishment, the enhanced design will be shown thorough the prototype of the enhanced cultural interface design. For the future fully developed of the E-Learning Iban web based system, it is hope that this enhanced design of the interface prototype which falls in the principle of cultural interface design, will be applied as to fulfill its user interface acceptance criteria.

TABLE OF CONTENT

DECLARATION

CHAPTER 1

INTRODUCTION

Introduction

This chapter provides the background and rationale for the study. The evaluation process can help to make an improvement or enhances the existing product or program by meeting the right requirements of the product. It also can make the product more effective, efficient and user friendly. For this study, the product as mentioned is the existing e-Learning courseware in a form of CD which to be upgraded into web-based E-Learning system. This chapter also provide the problems statement, aim, objectives, scopes, stakeholder and significance of the project.

1.0   Research background

In today's education, E-Learning increases access to education by making it possible for students to fit their education into their family and work schedules and by providing a greater programmatic choice of quality courses. E-Learning allows students to simultaneously enrol in more than one school in order to achieve their particular learning goals in a timelier manner. Students will not depend much on their teachers taught during the class session. By employing distance learning techniques, we can expand educational opportunities and reduce illiteracy (Asian Development Bank Institute, 2006). Learning is no longer expected to be paced so much by the teacher as it is by the student's capacity to grasp the material by his or her own. Effective E-Learning comes from using information and communication technologies (ICT) to broaden educational opportunity and help students develop the skills they and their countries need to thrive in the 21st century. An emerging body of evidence suggests that E-Learning can deliver substantial positive effects. Those suggested effects are students are more engaged and able to develop 21st century skills, which means they are adapt with the technological ICT usage in their