UNIVERSITI TEKNOLOGI MARA

DESIGNING A PROTOTYPE OF E-SOLAT FOR PRE SCHOOL CHILDRENS BASED ON THE SPIRITUAL INTERFACE DESIGN

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ABSTRACT

This project is a required subject for the final year students at the Universiti Teknologi Mara. Solat or prayer is one of the pillar in Islam and it the most personal and important practices in our life. Designing the interface can enhance the quality of Muslim children's consistently make to the experience of to know more about Islam. Islam and solat (prayer) are the foundation of the journey in spiritual life. It means to surrender to God (Allah S.W.T) in peace. It has stated in the Quran verses that every Muslims is obligatory to perform solat five times a day. This paper describes a research on designing a prototype of e-solat for pre-school children based on Spiritual Interface Design. The prototype is concentrated on the pre-school children aged between 4 to 6 years old to learn perform solat. The education starts from a childhood. Educating children about solat through technology is also one kind of ways that is commonly used today. Designing this prototype based on the spiritual interface design can help the children to learn performing solat steps by steps with the meaning of every step in solat and the meaning must be related to Allah. Human life is often associated with the spirituality. Spirituality can be defined in many different ways but on this project, the spirituality will be focusing based on the religion on the Islamic perspectives. Static pictures, images, and word could provide positive support for children in their learning process. Despite this, the elements of these interactions design are, at present, still lacking and not emphasis at the kindergarten. Thus, to design on spiritual interface design which could help creating a better way for the learning process for children at "Sikecil Pintar" kindergarten, firstly the user requirements of the user interface that can help children in their learning process will be identified. Secondly, identify the Islamic User Interface element which could help in learning process. At the end of this finding, the design prototype of e-solat for preschools children based on spiritual interface design will be obtained. These finding significantly are the new learning process for solat that are based on the spiritual interface design. Furthermore, children will understand all the meaning in solat although they still cannot read but as long as they know why they do that and memorize all the steps in solat easily.

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1.0 Introduction

This chapter provides the background and rationale for the research project, which explain about the issue and problems that lead to the research. In order to do this research, the project background, problems, aim and clear objectives have been defined as guidance throughout of the research. This chapter also describes detailed explanations about scope and significance of the research.

1.1 Research Background

In the system of education world today, e-Learning is one of the technologies that help in education to the young age especially. E-Learning usually is known as the new technology method or the courseware that can strongly give an influence to the children education at the early of their age because the technology has the large interaction with the use of new multimedia that is used as the teaching method to the children. E-learning can be categorized into four type of e-learning such as CD-ROM-based, Network-based, Intranet-based or Internet-based. It can include all the multimedia element which is text, video, audio, animation and virtual environments. E-learning is one of the rich learning experiences that can overcome the hardness in learning or teaching environment. E-Learning also helps a lot in developing the skill to the children, the knowledge and their view to the world but under their parent's control, of course.

Furthermore, courseware also can be the method to the learning and teaching process because the element that is uses can make the learning process for the children more interactive and interesting. Thus, it can make that the interface is easier for the user of the use more iteratively. Some user does not like complicated interface because they cannot understand it. But with the development of the courseware it could the interface be easier and user friendly. Moreover it is more economical and interactively manner to the user.

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