Universiti Teknologi MARA

Learning Tajweed via Interactive Mind Map

Mohammad Ridhwan bin Talib

Thesis submitted in fulfillment of the requirements for the Bachelor of Computer Science (Hons) (Multimedia Computing)
Faculty of Computer and Mathematical Sciences

January 2014

Acknowledgement

Alhamdulillah, praise and thank to Allah and His blessings and His Almighty, I was be able to finish this proposal of my project during the duration given on time.

Firstly, I would like to take this big opportunity to express my sincere appreciation to my supervisor, Dr. Marina Ismail for her valuable supervision, inspiration, moral support and advice throughout the completion of this project proposal.

Secondly, I would like to dedicate my deeply appreciation to Madam Suzana Baharuddin for her encouragement and kindness in providing me the information needed in order for me to complete this project proposal. Also Special appreciation also goes to my beloved parents for their faith, continuous encouragement and support upon completion this project proposal. I would like to thank En. Mohd Yunus Mohd Yusof, for his advice and encouragement on me so that I completed this project by following the format that have been provided.

Lastly, very sincere thanks for those who had involved in contributing their help and support either directly or indirectly in making this proposal project successful.

Thank you very much.

TABLE OF CONTENT

Contents

DECL	ARATION			iv			
Acknov	wledgement			v			
Table		of	Content	vi			
List		Of	Figures	ix			
Abstrac	et			ix			
Chapte	r 1 : Introduction	1		1			
1.0	Introduction	of	cha	pter1			
1.1	Project background						
1.2	Problem statement						
1.3	Project Scope						
1.4	Project Objecti	ve		3			
1.5	Significance	of	stı	ıdy3			
1.6	Conclusion						
Chapte	r 2 : Literature re	eview		4			
2.1 Tajweed							
2.	1.1 Tajweed D	Definition		4			
2.	1.2 Type	of	Tajw	eed5			
2.	1.3 Importance	e of	Taj	weed8			
2.2	Mind Mapping	Definition		10			
2.	2.1 Definition.			10			
2.	2.2 Benefits	of	Mind	Map 11			

2.3	Inte	ractive Mind Ma	ap				12		
2.	3.3	Example	of	Interactive	Mind	Map	13		
2.3 Children's Learning Psychology									
2.3.1 Children's learning psycology definition.									
2.	3.2 Pi	aget's theory					15		
2.	3.3 Br	uner Theory					16		
2.	3.4 Ga	agne's Theory					17		
2.	3.5 Di	enes's Theory					17		
C	onclus	ion					19		
2.4 Mobile Learning									
2.	4.1 De	efinition					20		
2.	4.2 Be	enefits	of	Mobile	Learn	ing	21		
2.5 (Curren	t Approach					23		
2.6	Conclu	ision					27		
Chapte	er 3 : N	Methodology					28		
3.0	Intro	oduction					29		
3.1 Agile Development Method									
3.2	Itera	ative developme	nt models.				30		
3.	2.1	Requirement A	nalysis				32		
3.	2.2	Design Model.					33		
3.	2.3	Development					36		
3.	2.4	Software and H	ardware R	equirement			36		
3.	2.5	Testing					39		
3.	2.6	Evaluation					39		
3.3	Con	nclusion					39		
Chapter 4: Results and Findings 4									

Abstract

Interactive mind map has now become a need in study because it helps people to understand faster in the learning process. This research paper identifies an overview of interactive mind map. To identify the interactive mind map, the interface has been designed just like the real mind map on the paper but with the additional of some multimedia features such as video, graphics, and others. Basically, it is design to help people easily to understand the tajweed. The method that is being used to implement this application is Agile Development method. The reason why this method being chosen is because this method's concept is an iterative process which mean the stages may iterate from the beginning until it reach the delivery of the final product. Based on the result, the user seems to give a feedback which is this application is easy to use, easy to learn and easy to remember how to use. Therefore, this application can contribute to help students to learn about Tajweed in a fun and interactive way.

Keyword - Interactive mind map; Interaction; Tajweed; Agile Development Method