

Universiti Teknologi MARA

The Usage of Edutainment in  
Learning Environment

Mohd Fakruddin Bin Abdul Rahman

Thesis submitted in fulfillment of the requirements  
for  
Bachelor of Sc. (Hons.) Information Technology  
Faculty of Computer and Mathematical Sciences

July 2012

## ACKNOWLEDGEMENTS

In the name of Allah, The Most Merciful and The Most Gracious. Thanks to Allah for giving me time and ability to finish this thesis. With His blessing, I can finish this thesis at the right time.

Thanks to my parents and family for giving me support all the time. They give me moral support and also financial support. I would like to express my appreciation to my supervisor, Mr. Fauzi Mohd Saman who has helped me in research and in the completion of this thesis. I also would like extend my gratitude to my coordinator for two semesters, Mrs. Rozianawaty Binti Osman and Mrs. Jamaliah Binti Taslim for her assistance and kind advice.

Lastly, thanks also to my friends who always helped me especially Nor Amyrah Binti Araham Shah, Siti Sumaiya Binti Laderlah and Hanisah Binti Salim.

Thank you very much.

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## ABSTRACT

As education design becomes more complex and challenging, a new form of teaching required in the delivery of new knowledge, integration and a more democratic relationship between teachers and students. New tool is needed to help the process of teaching and learning process. One of the common teaching methods that teachers prefer today is a lecture method in delivering the content and used one-way communication. This method make the role of student who sit passively in class only listen which later will lead the students to become bored to learn.. A survey is conducted to achieve to determine the students\* response towards edutainment usage. The response is focused on understanding and interest of the students towards the edutainment usage. The questionnaire is constructed by taking the determinants of TAM as the constructors for the questions. The edutainment software used is Ray's Letters and Numbers and it is suitable for children. The target respondents for this research are Year 2 students. The usage of edutainment in learning environment is to create a fun learning style for students. Students learned but at the same time have fun. From the analysis, 90.0% of students agreed that edutainment software can help them understand English, 93.3% of students agreed that edutainment can create fun learning environment and 86.7% of students agreed that edutainment can encourage them to learn.