# UNIVERSITI TEMMOLOGI MARA

# EXPERIENTIAL LEARNING FOR ADULT LEARNER IN LEARNING SA'EE

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MAY 2009

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#### **ABSTRACT**

The revolution of the technology had change the human life. Nowadays most of the works are using the technology because with technology, works become easier and efficient. This revolution had change the style of human thinking. People become more open to accept and use the technology in their life because it increases their social level among the others. Computer is one of the technologies that are widely used now in human life. One of the fields that used computer is education field. The used of computer in educational field had brought variety of easy and effective educational technique. In this project, the researcher is developing an application of Experiential Learning for Adult Learner in Learning Sa'ee and ADDIE methodology is being applied in this project. The main problem is most of the trainee didn't fully understands while they are learning Sa'ee lesson with manual approach. The purpose of developing this system is to enhance the way of understanding the sophisticated way of learning Sa'ee and produce result within expectations. This application introduces an experiential learning technique in the learning process. The project also discuss about on how to learn Sa'ee using multimedia application that can be distributed on CDs. The objectives of the project are to introduce different approach in learning Sa'ee and to develop a prototype of learning Sa'ee for adult learner. The scope is for adult and it is one of the interactive ways to teach an adult learner on how to learn Sa'ee more effectively. This application is developed for adult in a range of 50 years old and above. In this application, the adult will be exposed with the animation and the questions that are closely related with the topics. The suggestion for the future research, the project not only focuses on the area of Sa'ee only but also the whole of pilgrimage process of Haji and 'Umrah.

**Keyword:** Sa'ee, Adult Learner, Experiential Learning, ADDIE Model, Multimedia Application.

### **ACKNOWLEGDEMENTS**

"In the name of Allah, Most Gracious, Most Merciful"

Praise to Allah: Alhamdullillah, with His bless, I am able to complete this project titled "Experiential Learning for Adult Learner in Learning Sa'ee".

First of all, thanks to Allah (s.w.t.) that give me all the strength, the idea and though to finish this research in the given time. Special thanks to my supervisor Puan Norasiah Mohammad who always guide me in completing this final year project and also not forget to Puan Suzana Ahmad who takes the responsibilities to guide me when my supervisor is on leave. Thanks to my coordinators Dr. Siti Salwa Salleh and Dr. Nasiroh Omar who always give an advice and helping me to complete this project.

Not forget to my beloved family, my father, Nordin Yaacob, my mother, and also my lovely siblings for their love, encourage, care and also millions thanks for all the supports, blessing from them. And last but not least, to all of my friends who's very helpful in giving me information and creative idea for this project. I would not have done it without all of you.

Thank you very much.