Universiti Teknologi MARA

The Development of Courseware Prototype for Making Traditional Baju Kurung for Beginner (Measuring and Cutting)

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

JULY 2016

ACKNOWLEDGEMENT

In the name of Allah, The Most Gracious and the Most Merciful.

ABSTRACT

This research project is about developing a courseware prototype for making Traditional Baju Kurung for beginner. The courseware can help students to learn how to making Traditional Baju Kurung in measuring and cutting process especially for beginner. Currently, the teaching process still uses a manual method which is a teacher does not use any technology material such as slide or video. It is also an ineffective learning style whereby students difficult to understanding what they are learning from the website and they will feel bored and forget to learn sew of Traditional Baju Kurung. The purpose of developing this proposed courseware prototype is to help the students' self-learning about measuring and cutting process for making Traditional Baju Kurung and also help their teachers to teach the students in an easier way to learning to measuring and cutting effectively. The main target of this proposed courseware prototype is the students in GIATMARA, Kajang. The methodology used in the development of this project is ADDIE (Analysis, Design, Develop, Implement, and Evaluate) model of System Development Life Cycle (SDLC) approach and the reason why the researcher opted for this methodology because it is the most suitable method to use in developing courseware learning. The purpose of this model is to produce lesson plans and learning materials to the delivery of a lesson it would be more effective and efficient. This project is to create the effectively learning in making Traditional Baju Kurung for beginner in measuring and cutting process. The students can use the courseware as their alternative tools for learning purpose. They can use the courseware anytime and anywhere which is not only their school, they also can use the courseware at home. In the future, courseware prototype can be used in online learning, provide the multiple languages and also will continue to sew process after measuring and cutting process.

Keywords: Courseware; Prototype; Sew; Traditional Baju Kurung; ADDIE Model.

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CHAPTER 1

INTRODUCTION

This chapter will discuss about the initial overview of this final year project. Starts with an explanation on project background of the final year project, it also includes details on the problem statement, the project aim, the project objectives, the scopes of this project and the project significant.

1.1 Project Background

In the past, the learning process is based on traditional methods of teaching and learning which is without the use of information and communication technology (ICT). Nowadays, with the development of increasingly sophisticated technology, most of people will use the Internet, Mobile Application, computer based, video, electronic book (e-book), electronic learning (e-learning), and others technology in the teaching and learning process. The technology that is used in the learning process is give more attractive to students and the application of computer users could be improved in educational institutions in Malaysia. Multimedia software is a new alternative to learning orientation that is more effective for students on multimedia technological sophistication nowadays.

Courseware is one of the technologies that normally used for education. Most courseware that were developed is a courseware for learning of science, mathematics, languages and more courseware that present increasingly actively developed. According to Jing (2005), courseware is educational material that used by teachers, which is to enhance teaching and learning process among students. Nowadays, courseware usage in the learning process was introduced

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