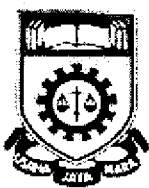


FUZZY LOGIC THEORY IN MULTIMEDIA APPROACH

Thesis presented in partial fulfillment for the award of the
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Abstract

Multimedia is one of the most exciting areas of personal computing. It is combines full- motion video, animation, sound, photographs and graphics to provide a fully interactive computer-based presentation. Because the nature of multimedia includes movement, sound, colour, and interaction, it is much more memorable than traditional forms of presenting information. This thesis present Fuzzy Logic Theory in multimedia approach. This approach provide full requirements and needs of the end users. This educational tool is applied to Fuzzy Logic theory to make more interesting and challenging. Scala MM 200 software is employed, the software integrated all multimedia form that is text, graphic, audio, video and animation to provide effective and interactive educational tool. The users are allowing to view the contents of educational tool itself and to control what and when the elements are delivered. This is call as *interactive multimedia*, which it is one type of multimedia approach.

Acknowledgment

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CHAPTER 1

INTRODUCTION

1.0 INTRODUCTION

In this chapter, provides a broad introduction to reviewing teaching technique, explaining about educational tool, namely non-projected visual aids, projected visual aids and audio aids. Then, it will discuss about scope of this thesis and organization of this thesis. Finally, in this chapter will explained about system requirement for this project such as hardware and software.

1.1 REVIEW TEACHING TECHNIQUE

Within the context of the teacher approach, a wide range of different teaching technique can be used. These ranges from purely expository technique such as the lecture or talk to technique, which involve a much greater degree of individualized or group [2].

At primary school level entails teachers organizing and controlling virtually all pupil learning opportunities; this may involve, among other things, short expositions to the class as a whole, individual work and group work [1]. At secondary school level, expository methods of one form or another are probably the most widely used teaching technique, with set exercises, group discussions, practical work and a certain amount of individualized learning being used to back these up [1]. At tertiary level, expositions in the form of lectures, videos, broadcasts, etc. are by far the most common teaching technique, together with private reading and other individual work, tutorials, seminars and practical work [1]. In 1993, CD-interactive (compact disc interactive) players and software are sweeping the world of education and training, allowing high-quality video projection of motion-film, digitised graphics, stereo digital sound, in a highly interactive way [1].