LEARNING HISTORY THROUGH PLATFORM USING GIS: GEO-CHRONICLE

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ABSTRACT

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GEO-CHRONICLE

Learning History Through Platform Using GIS: Geo-Chronicle consists of making a storyboard about historical subjects for students in Form 2. Overall, this project is the first step to interacting with high school students to learn historical information in digital form and aid by the map that was produced in interactive ways to attract their interest. Geography elements have also been introduced to understanding the ways this project was developed. This interactive approach keeps students interested and helps them remember what they learn better. There was also an introduction to different learning styles, making it suitable for visual and auditory. By using maps, it helps students do better in school and enjoy their educational experiences. In this project, we use software from Esri, ArcGIS Pro and ArcGIS StoryMaps. ArcGIS Pro is the software that we use for making maps of two dimensions (2D) or three dimensions (3D). While ArcGIS StoryMaps was making it easier to show the high school students exciting lessons about the history of The Kingdom of Malay World.

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INTRODUCTION

1.1 Background of Study

History education in the formal education system in every school is important for nation building, especially educating the youth about the struggle of the former to make their country a successful country. Even history education is used to cultivate positive qualities among the population to be admired by a nation with its own national history. For multiple races, whether Malaysian or developed countries, history education it is important to create understanding between races and to be a container so that they respect the history of the original race and at the same time recognize the role of minorities. Teaching is not just a trade that you can simply pick up on the job with a bit of practice and experience of working with anyone who happens to have done it for a while. There is a substantial body of knowledge about effective teaching in history, and it is helpful to try and learn from this body of knowledge. Reading is one of the ways teachers get better at what they do (Haydn & Stephen, 2021). Virtual Reality is an emerging educational technology due to its potential immersive, interactive and imaginative characteristics supporting pupils in the learning process towards meaningful learning. Furthermore, the current teaching of history is generally too traditional, making the subject perceived as pointless and boring by students. These aspects lead to poor academic performance (Taranilla, Cózar-Gutiérrez, González- Calero, & Cirugeda, 2019).

Traditional teaching and learning methods do not seem to be able to create the employee businesses look for today. It may be that there are other approaches to learning that would have greater success. Discovery learning seems to be a promising approach for several reasons. Discovery learning is an approach to learning that can be facilitated by teaching methods and guided learning strategies. The term discover learning will refer to the learning taking place within the individual, the teaching and instructional strategies designed by the teacher and the environment created when such strategies are used (Wikipedia contributors, 2024). Traditional learning will refer to the use of teaching and instructional strategies