

Universiti Teknologi MARA

**Courseware Development on Learning
Geography for Form 3
(i-GEOGRAPHY)**

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ABSTRACT

Courseware has been used extensively in academic setting ranging from pre-school students, primary, secondary including university level. Courseware is known for its ability to attract audiences in understanding specific learning content. Most students in schools have difficulty in mastering the Geography subject and they lack certain skills such as in reading map and creating graphs. These skills can be equipped by the assistance of a courseware as learning and teaching tool that helps in providing a complete guide on the Geographic contents based on the pre-set syllabus. The courseware, entitled 'i-Geography' was developed to fulfil the objective to provide the geography content to Form 3 students. A preliminary study had been carried out to identify the requirements of the users. The development of i-Geography follows the ADDIE that consists of Analysis, Design, Development, Implementation and Evaluation phases. In addition, the design phase embeds the Interaction Design Lifecycle Model. The testing phase involved 30 respondents and 3 expert users to evaluate on the usability and functionality aspects. The result shows that the highest mean received is 4.53 (SD=0.63) for the usability evaluation. Future enhancement will involve video refinement on the setting and interactivity aspects.

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