

UNIVERSITI TEKNOLOGI MARA

**V-StuDDy – THE DEVELOPMENT OF MOBILE APPLICATION FOR
VIRTUAL STUDY GROUP**

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**Thesis submitted in fulfilment of the requirement for Bachelor of
Information Technology (Hons.) Faculty of Computer and Mathematical
Sciences**

January 2021

ACKNOWLEDGEMENT

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

All praises to Allah and His blessing for the completion of this thesis. I thank God for all the opportunities, trials and strength that have been showered on me to finish writing the thesis. I experienced so much during this process, not only from the academic aspects but also from the aspect of personality. My humblest gratitude to the holy Prophet Muhammad (Peace be upon him) whose way of life has been a continuous guidance for me.

First and foremost, I would like to sincerely thank my supervisor Mrs. Norisan Binti Abd Karim for his guidance, understanding, patience and most importantly, she has provided positive encouragement and a warm spirit to finish this thesis. It has been a great pleasure and honour to have her as my supervisor.

My deepest gratitude goes to all of my family members. It would not be possible to write this thesis without the support from them. I would like to thank my dearest father Ghazali Bin Narawi, my mother and my siblings. I would sincerely like to thank all my beloved friends who were with me and support me through thick and thin.

May God shower the above cited personalities with success and honour in their life.

ABSTRACT

The study group is a small group of people among the whole class who create discussions about study areas. In this modern age, students must adapt to new technologies such as online learning apps, which means that the individuals who have issues getting together can also utilize the internet to do discussing. It is vital for group members who are out of town, when the weather is bad, or when other members are having issues meeting in a specific place. One of the hardest challenges in a study group is students cannot give a full commitment and contribute to the group when conducting the study group. The students also have a difficulty to find the best places and time when they want to do the discussion. The aim of this project is to explore online study groups as a medium for students to create a social learning environment and communicate with their group members compared to traditional methods. The objectives of this project are to identify the requirements, to design and to develop the V-StuDDy application. The target users of this project would be the students who are in the same course at UiTM Shah Alam and have difficulty creating the group discussion or study group in face to face or physically. The data were collected by online surveys such as Google Form that consists of 14 respondents from Faculty Science Computer and Mathematics students at University Technology MARA (UiTM) Shah Alam. In this research, all of the respondents agree and are interested to utilize the virtual study group mobile application to help them in study. In this project, the platform that will be used is a mobile application. This project will use the Mobile Application Development Life Cycle (MADLC) to develop the mobile application. This project will cover until the testing phase only. Android Studio software is used to develop the functions for V-StuDDy application. The text recognition, OCR will be utilized in the project as one of the features in the application to help in virtual study group. The function is to facilitate and save student's time to create the notes while during group discussion. In a nutshell, V-StuDDy mobile application is able to help student in doing their assignment with their group member without meeting face-to-face and minimize student's time.

Keywords: Virtual study group, Android, Text Recognition, Mobile Application Development Lifecycle.

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CHAPTER 1

INTRODUCTION

An outline of this project is given in this section. This section provides the project overviews and discusses the project background, problem statements, project priorities, scope and project significance.

1.1 Project Background

A study group is a small group of people who often meet to discuss shared study areas. These groups can be found in a secondary school or college. Study groups are particularly effective for completing projects, developing presentations and preparing for exams. Students learn to inquire, exchange thoughts, clarify differences and construct new understandings while interacting interactively with others. The researcher also stresses that students who work together are more persuaded to accomplish than they would be when working individually (Gillies, 2003a, b).

The expression “virtual learning” is an experience of learning that is facilitated by the use of computers or the internet, both outside and within the educational organization’s facilities. It is normally associated with online courses. In this modern age, students must adapt to new technologies such as online learning apps, which means that the individuals who have issues getting together can also utilize the internet to do discussion. It is vital for group members who are out of town, when the weather is bad, or when other members are having issues meeting in specific spots. Then, forming a group with peers in virtual implies that students do not have to commute all the way to university to study, this is particularly useful for those with longer drives, and it can also be likewise be helpful for online students. Students can utilize new technologies to stay organized, committed, connected and efficient.

With the assistance of virtual technology, students can discuss and do conversation through online with one another. Design process focused on evaluating courses in terms of planning, processing, interaction, and online. Its activities include, but are not limited to, producing online presentations, lecture notes, audio/video mini-lectures, assignments of individual or group tasks with scheduled deadlines, and providing instructions on how to use the technology on the course website (Garrison et al., 2009; Garrison & Arbaugh, 2007; Kupczynski et al., 2010). In this way, students can content materials, reviewing and reacting to students’ posts,