

UNIVERSITI TEKNOLOGI MARA

DEVELOPMENT OF VIRTUAL I-LEARN 1

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ABSTRACT

i-learn is a current Learning Management System implementing in UiTM. This system used to enhance student learning on online and collaboration. This system is used by UiTM's students and lecturer to share notes, upload student's exercise, online quiz and many more. It is obvious that i-learn need to be improved especially in term of graphical design and some function should be added. Virtual i-Learn Community has been introduce but unfortunately the system is fail to be implemented due to lack of some functions. Virtual i-Learn 1 has been introduce to enhance current system to become better. The objective of this project is to design application for the website and to develop an interactive room for Digital Electronic subject. The project will focus more to improve current system for educational purpose. The system will more on designing application for the room and user interaction once user enter into the room. As results of this project, student can practice their knowledge anywhere before attending to the class. By making improvement on the system, student can gain more knowledge through interactive application available in Virtual i-Learn 1. Student can exchange their knowledge with their friends and lecturer through chatting. It can strengthen relationship between student and lecturer. Instead of that, Virtual i-Learn 1 can encourage interesting feeling since the system feature is interactive and user friendly

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CHAPTER 1

INTRODUCTION

This chapter provides the background of the project. It also gives details of the significant of the Virtual i-Learn 1 for users and problem related to the previous project

1.0 BACKGROUND

Virtual i-Learn 1 is virtual learning system developed special for UiTM students. This system is actually enhancement from the previous system, Virtual i-Learn Community system. Virtual i-Learn 1 aim is to create more interactive environment (as compare to previous system) for the UiTM's student and lecturer for learning purpose. Because of some lacking features in Virtual i-Learn Community system, the system fail to be implemented. So, in order to improve features from the previous system, the idea of Virtual i-Learn 1 has been introduced.

Virtual i-Learn 1 will be developed as interactive LMS that is represented by Massive Multiplayer Online Chat Community (MMOCC) that can enable user of Virtual i-Learn 1 to control avatar in classroom or labs environment. Instead of that, MMOCC also enable student to communicate with other student in the Virtual i-Learn 1 community. Instead of that, lecturer or student can create, set password, invite student and create private room. Student also can view announcement made by lecturers. Lecturer can post announcement in some particular room and chat with students.