

## **SUPERVISOR APPROVAL**

### **LEARNING BASIC KOREAN ALPHABET BASED ON TRACING TECHNIQUE**

By

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This research was prepared under the supervision of the project supervisor, Madam Noratikah Binti Shamsudin. It was submitted to the Faculty of Computer and Mathematical Sciences and was accepted in partial fulfillment the requirements for the degree of Bachelor of Computer Science (Hons.) Multimedia Computing.

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## ABSTRACT

Today, many people want to learn Korean language because the influence of *Kpop* music and Korean drama however there are lacks of supported interactive online application of Korean language. Most learning process of Korean Language is using conventional method where the students need to attend a class according to class schedule as given by the administration. Besides that, students also have difficulties in writing the Korean alphabet. Because of this, the web application applied tracing technique is being developed in order to help students to trace the letter correctly. The method used was based on developing web application using Hypertext Markup Language. Adobe Dreamweaver is used for implementing HTML and adobe Audition used in editing sound. The tracing technique was using action script in the adobe Flash. The evaluation method used was usability testing that was held among 10 respondents. There are 6 respondents who already taken Korean language course and another 4 new learners of Korean language to make sure they can trace the alphabet well. The result shows that most of the respondents satisfied with the application.

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# CHAPTER 1

## INTRODUCTION

This chapter provides the background and the rationale for the study. It also includes the details of the study as it is discuss on research background, problem statement and objectives. The scope of research, significant and approach are also included in this chapter to assist the focus on study.

### 1.1 Background

Nowadays, portable computers have become popular and are widely used in education. It was developed to increase students' performance in learning in many subjects. Since then, it has been accessible to foreign language learners and teachers. Many efforts have made to improve reading instructions and reading outcomes for the students. From that, a various web-based have been developed with the multimedia technology to support these efforts. Teaching and learning become more attractive today because so many technological facilities have been provided (Zarei, Hussin & Rashid, 2015).

Besides that, many creative developments for the interactive technologies in various systems have been developed such as intelligent tutoring systems (ITS) and computer-based instruction (CBI). According to Dembo and Seli (2012), progress in the digital era has raised the learning process and enables higher level students to interact through new concepts and make learning more meaningful development to overcome the inability of the learning path. Interactive multimedia can help students to improve their performance and better understanding of the lesson.