

Universiti Teknologi MARA

Pillars Of Islam Mobile Application

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ABSTRACT

Pillars of Islam are five basic acts in Islam, obligatory Considered by believers and are the foundation of Muslim life. This application contains all the pillars of Islam that all Muslims must be obeyed. This application will be explained carefully for example, one of the pillars of Islam is to perform hajj , this application contains every article of pilgrimage (hajj), prayer, manners and so on when Muslims perform hajj. Other than that it involves aspects of multimedia applications for example text, graphics, video and audio .With involves the aspects of multimedia study with mobile as the medium, this application will be more interactive and user can use it as a learning with anytime and anywhere access. This project's main goal is to harness the power of the mobile platform's computing to make the learning Pillar of Islam more interactive and modern. Beside that this project also consist of three objective to achieve the project goal, objectives of this project are developed as a guideline toward the project goal. The objectives of this project are to design an Islamic mobile learning application that explain the Pillar of islam , to developed a mobile application that will explain the Pillar of Islam and to test the effectiveness of mobile application based on the user interface .Pillars of Islam provide guidance for all Muslims. Beside that this application is delivered in Malay language , the target user is for 18 and above. The methodology for this project is based on waterfall model which include 5 phases The phases involved are gathering information, determine system requirements, data collection, design and development and testing work. Functionality testing part is to aimed the end product is reach the objective ,To test the effectiveness of mobile application based on user interface that used in the application. The testing process involved 20 respondent. According to the test result shows that this application need to be improved in delivering audio and video.Beside that the development of this project with mobile as the platform give many benefit to the user and the choosing of android platform operating system is suitable for this project. Pillar of Islam being delivered by mobile as a platform with the combination of multimedia element had provide new way to delivered learning process with anytime and anywhere access

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CHAPTER 1

INTRODUCTION

This chapter will explains briefly about the overview of research background such as the background of the project, problem statement, project scopes, project objectives, project significances and the summary or the conclusion.

1.1 Project background

The mobile platform nowdays has become very popular. Before this the mobile domain was limited to voice communication only but as of now with the invention of PDA's, Smartphones and mobile Operating System's such as Windows CE and Android a major role transformation is taking place now. Mobile devices are fast and becoming more and more intelligent with multicore CPU's is being built into mobile devices thus making it possible to add more functionality to it. Figure 1.1 illustrates the growing market for Android in the United Kingdom. (The Guardian, 2011)

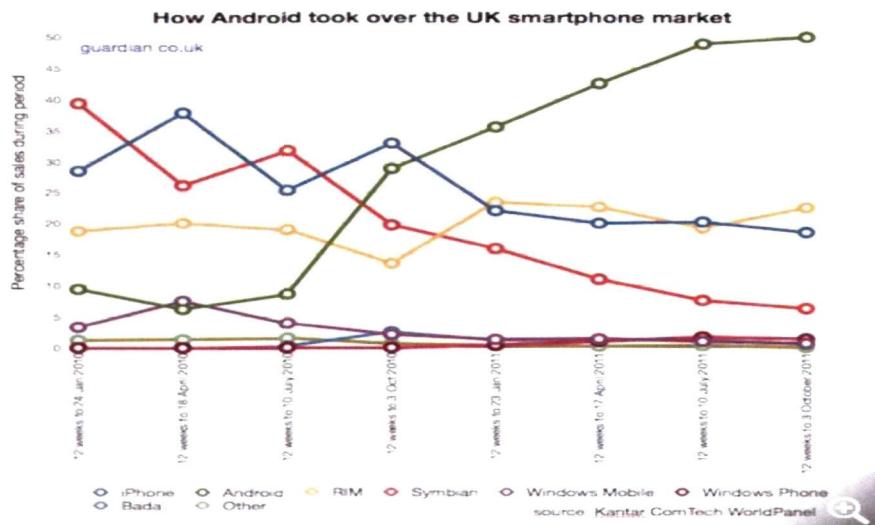


Figure 1.1 The Proliferation Of Android in United Kingdom