

LEARN MULTIPLICATION USING GAMING APPROACH

A project paper submitted to the

MARA University of Technology

**In partial fulfillment of the requirement for
Bachelor of Science (Hons) Information Technology
Faculty of Information Technology and
Quantitative Science**

By

Datu Muhammad Sophian B. Datu Arifin

2002655971

**BSc (Hons) INFORMATION TECHNOLOGY
FACULTY OF INFORMATION TECHNOLOGY AND
QUANTITATIVE SCIENCE**

November 2, 2006

DECLARATION

I hereby declare that this research report together with all of its contents is no other than those of my work, except for some information taken and extracted from other sources that have been quoted respectively.

2 November 2006

DATU MUHAMMAD SOPHIAN BIN DATU ARIFIN
2002655971

ACKNOWLEDGEMENT

First and foremost, I would like to thank Allah the Almighty God for giving me this opportunity to finish this thesis and for all bless and strength He has given me during the completion of this final year project. I indebted to many people for making this thesis

First and foremost, my special thanks and sincere appreciation goes to Puan Norizan binti Mat Diah, my project supervisor who allowing me to have the most valuable information, offered invaluable advice, guidance and constructive criticism from beginning until the completion of the project paper.

With this opportunity, I would like to thank Puan Marina Yusoff, as the thesis coordinator through formal and informal consultations that really helps me in carrying this research successfully.

My deepest gratitude and love also goes out to both of my parents and all of my siblings who have given me inspiration and support during this project. Without the courage and wisdom that they have given to me, I will not have a strong will to finish this project.

Lastly, I would like to thank to all of my friends who contributed to my research. for all of their ideas and support and who were always there when I need them.

2 NOVEMBER 2006

DATU MUHAMMAD SOPHIAN BIN DATU ARIFIN

ABSTRACT

Computer games, a place that asks children to enjoy what they learn with a combination of many media by simply using a computer mouse to point and click on a particular picture, word, or button, and stories as well as information will come alive on a computer screen. The problem with today learning system is the students have to take a long time in memorizing multiplication table. The development of multimedia courseware needs suitable approaches to integrate various media effectively. This project is to develop a courseware on learning multiplication using gaming approach that target primary student ages between seven to twelve and applying. This courseware is based on mathematic syllabus from Kementerian Pendidikan Malaysia where it is applying multiplication one to multiplication 12 and the courseware development based on Allesi and Trollip model. This project also educates the student to learn multiplication table in the easiest and fast ways. This project is developed using Macromedia Flash 8 that implementing rich multimedia. As conclusion, this project will benefits the educational field in the area of mathematics and improves learning multiplication.

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