Universiti Teknologi MARA

MyGamelan : A persuasive mobile application for Malay gamelan music

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STUDENT'S DECLARATION

I certify that this report and the project to which it refers is the product of my own work and that any idea or quotation from the work of other people, published or otherwise are fully acknowledged in accordance with the standard referring practices of the discipline.

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ABSTRACT

Gamelan is one of the traditional music in Malaysia. There are seven gamelan instruments, but this project only focus on one instrument which is bonang. According to the preliminary study, there are a lot of peoples have interest in knowing about gamelan music instrument but there were some limitations to it. In order to learn gamelan music, people need to attend the manual class which is costly and have time constraints. Another limitation would be the gamelan instruments is hard to get due to its own price because it needs to be imported from different country. This project will be focusing on the development of a persuasive mobile application for Malay gamelan music by implementing persuasive design principle. There are six persuasive design elements involved in this project, which are tunneling, tailoring, self-monitoring, contrast, communication framing and multimedia usage. This project use Mobile Application Development Lifecycle (MADLC), which consist of four phase which is planning, designing, developing and testing. The use of persuasive technology in this project shows that the application is useful and satisfy the user when using it. Based on the usability testing result, the satisfaction criteria have the highest value with the average of 4.7. Besides, the application developed is suitable for people who are interested in learning about Malay gamelan music. The application has limitation in terms of platform compatibility and the application does not support a complete gamelan song because the application still need to be enhanced for future use. Due to this limitation, the future works for the application is the application can be supported on different platform such as IOS or windows. Next is the application can show more gamelan song with more challenging level for player. Besides, the application can compare score between player of different smartphone.

TABLE OF CONTENT

CONTENTS **PAGE**

SUPERVISOR'S APPROVAL **ii**
STUDENT'S DECLARATION **iii**
ACKNOWLEDGEMENT **iv**
ABSTRACT **v**
TABLE OF CONTENT **vi**
LIST OF FIGURES **ix**
LIST OF TABLES **x**
LIST OF ABBREVIATION **xi**
CHAPTER ONE: INTRODUCTION **1**
1.1 Background of Study 1
1.2 Problem Statement 4
1.3 Project Aim 4
1.4 Project Objectives 4
1.5 Project Scope 4
1.6 Project Significance 5
1.7 Anticipated Result 5
1.8 Chapter Summary 5
CHAPTER TWO: LITERATURE REVIEW **6**
2.1 Overview of gamelan music 6
2.1.1 Malay gamelan 7
2.1.2 Malay gamelan music instruments: Bonang 8
2.2 The usage of mobile application 9
2.3 Mobile application development for learning purpose 11
2.4 Persuasive technology 11
2.4.1 Fogg Behavioral Model 12
2.4.2 Persuasive design technology process 14
2.4.3 Persuasive Design Principle 15
2.5 Fields of persuasive 21
2.5.1 Persuasive in learning 22
2.5.2 Persuasive in art and culture 22

2.6 Existing related application 23
2.6.1 Gamelan by Masagi studio 23
2.6.2 Real Drum by Kolb Music 25
2.6.3 Xylophones by Easy Lab 26
2.7 Methodology in developing the system 27
2.7.1 Mobile Application Development Lifecycle (MADLC) 27
2.7.2 Rapid Application Development (RAD) Methodology 30
2.7.3 ADDIE Methodology 31
2.7.4 Comparing methodologies 34
2.8 Testing Activity: Usability Testing 36
2.9 Chapter Summary 38
CHAPTER THREE: METHODOLOGY 39
3.1 Introduction 39
3.2 The MADLC Methodology 40
3.2.1 Phase 1: Planning 42
3.2.2 Phase 2: Design 43
3.2.3 Phase 3: Development 45
3.2.3.1 Hardware requirement 45
3.2.3.2 Software requirements 46
3.2.4 Phase 4: Testing 46
3.3 Chapter Summary 48
CHAPTER FOUR: RESULTS AND ANALYSIS 49
4.1 Objective 1: To gather and analysed the requirements for Malay gamelan music persuasive mobile application 49
4.1.1 Interview questions and answer 49
4.1.2 Software Requirements Specification (SRS) documentation 50
4.2 Objective 2: To design a persuasive mobile application for Malay gamelan music 52
4.2.1 The steps to persuasive design technology process 52
4.2.2 Sketching 54
4.2.3 Wireframing 54
4.2.4 Software Design Documentation (SDD) 54
4.3 Objective 3: To develop a persuasive mobile application for Malay gamelan music.54
4.3.1 Tunneling principle 55
4.3.2 Tailoring principle 56