

Universiti Teknologi MARA

**Basic Jawi Learning and Writing Using
Augmented Reality Application for
Primary School Standard One Students
Syllabus**

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**Thesis submitted in fulfillment of the requirements for
Bachelor of Computer Science (Hons)
Faculty of Computer and Mathematical Sciences**

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SUPERVISOR'S APPROVAL

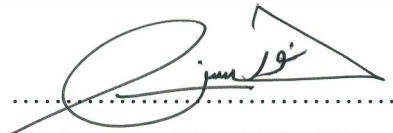
BASIC JAWI LEARNING AND WRITING USING AUGMENTED REALITY APPLICATION FOR PRIMARY SCHOOL STANDARD ONE STUDENTS SYLLABUS

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This thesis was prepared under the direction of thesis supervisor, Madam Nur Hasni Binti Nasrudin. It was submitted to the Faculty of Computer and Mathematical Sciences and was accepted in partial fulfilment of the requirements for the degree Bachelor of Computer Science (Hons).

Approved by:


A handwritten signature in black ink, appearing to read 'Nur Hasni', is written over a horizontal dotted line.

Madam Nur Hasni Binti Nasrudin
Thesis Supervisor

JANUARY 8, 2019

DECLARATION

I certify that this report and the research to which it refers are the product of my own work and that any ideas 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

Jawi Mobile Application with Augmented Reality is an application for standard one students to learn basic alphabet of Jawi. This application with augmented reality to help the students more understandings and fun during learning Jawi. It helps the students in practices Jawi in the study. The objectives of this project are to develop Jawi augmented reality application as teaching material for primary school standard one students and to evaluate the usability of Jawi augmented reality application towards standard one students. Research methodology used is ADDIE model. There are thirty students that were tested to use this application using usability testing. The result has shown that the students were satisfied with the application. Augmented Reality is something new that can attract the interest of students in their education. In the future work, there are few recommendation for this project. The application can be improve by provide more language to be use, adding more animation features and implemented in virtual reality to attract the standard one school students.