

UNIVERSITI TEKNOLOGI MARA

**EMERGENCY INJURY
TREATMENT FOR UITM STUDENT
BY USING COURSEWARE**

MASITA BINTI ZAINON

**Thesis submitted in fulfillment of the requirements
for Bachelor of Information Technology (Hons.)
Business Computing Faculty of Computer and
Mathematical Sciences**

DEC 2018

STUDENT DECLARATION

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

.....
MASITA BINTI ZAINON
2015534691

NOVEMBER 30, 2018

ABSTRACT

Emergency Injury Treatment (EIT) courseware is a multimedia application which is designed to provide the student the knowledge of the treatment. This courseware is a platform awareness of injury treatment towards student. Recent based on survey to 46 student shows that most student do not have knowledge of the injury treatment. This happen due to many contributing factors. One of them, not aware to the earth surface when walking. The objectives of proposed project are to develop the student treatment knowledge using multimedia element in the courseware. Secondly is to evaluate the heuristic evaluation for the expert and effectiveness of application whether UiTM student can treat the injury through question. This courseware will be focused on basic injury treatment that is targeted to the student that age 18 to 25 years old. The content for the proposed project has been done surrounding district of UiTM Arau, Perlis. The project has been published or install on standalone computer. The methodology that used is ADDIE Model. ADDIE Model consists of five stages which are analysis phase, design phase, development phase, implementation phase and evaluate phase. The result based on pre-test and post-test was done to evaluate the percentage of the student's improvement in remembering the basic injury and treatment before and after using the application. The software that used to developed this multimedia application courseware include Adobe Flash Professional CS6, Adobe Photoshop and Wondershare Filmora. The result will produce an attractive multimedia courseware of emergency injury treatment for student. They perform worse on remembering the name of injury and the injuries area. Through this courseware, the student will be able to know the injury symptom and injury name without depend refer the website.

TABLE OF CONTENT

CONTENT	PAGE
SUPERVISOR APPROVAL	I
STUDENT DECLARATION	II
ACKNOWLEDGEMENT	III
ABSTRACT	IV
TABLE OF CONTENT	V
LIST OF FIGURES	X
LIST OF TABLES	XIII
LIST OF ABBREVIATIONS	XIV
CHAPTER 1 INTRODUCTION	1
1.1 Background of Study	1
1.2 Problem Statement	3
1.3 Project Objective	4
1.4 Project Scope	4
1.5 Project Significance	5
1.6 Summary	5
CHAPTER 2 LITERATURE REVIEW	6
2.1 Introduction	6
2.2 Courseware	6
2.3 Multimedia	7
2.3.1 Multimedia Learning Principles	7
2.3.2 The Principle That Been Choose.	11
2.3.3 Elements in Multimedia	12

2.4	Injury Treatment	13
2.5	Basic Injury and Awareness	15
2.6	Related Works Technologies on Emergency Injury Treatment.	16
2.6.1	BAMOS	16
2.6.2	Sport Injury Clinic	18
2.6.3	Design of e-Learning Courseware for Hearing Impaired (HI) Students	19
2.7	Summary	20
CHAPTER 3 METHODOLOGY		21
3.1	ADDIE Model	21
3.1.1	Analysis	22
3.1.2	Design	23
3.1.3	Development	24
3.1.4	Implementation	25
3.1.5	Evaluate	26
3.2	Summary	27
CHAPTER 4 CONSTRUCTION		28
4.1	Project Contruction	28
4.2	Hardware / Software Requirement	28
4.2.1	Hardware	28
4.2.2	Software	29
4.3	Design	32
4.3.1	Site Map	32
4.3.2	Storyboard	33
4.3.2.1	Montage	33
4.3.2.2	Main Menu	33
4.3.2.3	Main Menu of part “Injuries”	33