

Universiti Teknologi MARA

**Courseware Development for Jawi
Learning
(Dunia Jawi) using Persuasive Approach**

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STUDENT DECLARATION

I certify that this thesis 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 acknowledge in accordance with standard referring practices of the discipline.

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ABSTRACT

The purpose of having this project is to provide supporting tools during the lessons for Jawi writing for children 5 and 6 years old. The current methods such as use flash card or teach on whiteboard only or only using the textbook are not helping too much in developing the children interest and attention in learning Jawi. Instead of using textbook and flashcard, the children can learn Jawi in creative way. Besides, based on research by Nik Yaacob (2007) where there some secondary school students who are not able to write and read in Jawi. This situation shows that the current teaching and learning method is not fully effective. Jawi writing is easy to learn but need to add some attention to attract the children to learn Jawi in order for them to remember the character of Jawi. By using persuasive approach and ADDIE Model as a framework to build this project, this courseware is believed can increased their understanding and attention in learning Jawi. This courseware has been evaluated by 30 respondents including 2 experts. The questionnaire has 2 parts; Part A is the demographic data and Part B is the evaluation of the user. Overall, the results shows that majority of the respondent agreed that Dunia Jawi courseware helps the children in many ways with the highest mean 4.0 (SD=0.83). So, this courseware is proven in helping student attention in learning Jawi. As the conclusion the findings shows that most of the respondents are satisfied with the courseware. However, the courseware still needs to be improved in order to make it more effective and comprehensive.

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