

Universiti Teknologi MARA

**The Development of a Courseware on Malaysian
Endangered Wildlife Using Multiple Intelligence
Theory**

Nur Farhana binti Azman

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

September 2019

ACKNOWLEDGEMENT

Alhamdulillah, I would like to express my special thanks of gratitude to my supervisor, Miss Nor Azila binti Awang Abu Bakar as well as our lecturer for final year project, Miss Nik Marsyahariani Nik Daud for her morale support and knowledge regarding this subject and for her advice that she gave to guide all the students throughout preparing and completing this project on the topic The Development of a Courseware on Malaysian Endangered Wildlife Using Multiple Intelligence Theory, which also helped me in doing a lot of Research and i came to know about so many new things I am really thankful to them.

Secondly i would also like to thank my parents and friends who helped me a lot in finalizing this project within the limited time frame.

ABSTRACT

The focus of the project on developing multimedia courseware for Malaysian educational about the endangered wildlife in Malaysia. The Development of a Courseware on Malaysian Endangered Wildlife Using Multiple Intelligence Theory was developed based on a PERHILITAN. The scope for the courseware of the endangered wildlife in Malaysia focused on Malaysian age between 16 years old and above. The development of a courseware on Malaysian endangered wildlife using ADDIE model. The phases of the project framework consist of initial study, analysis, design, development, evaluation, and reporting. The development of a courseware on Malaysian endangered wildlife using multiple intelligence theory based on visual intelligence, intrapersonal intelligence, logical/mathematical intelligence, and natural intelligence. The delivery of content method using CD based. The courseware will be delivered in CD based and give it to the user. The functionality and usability of the courseware evaluated and tested for the Malaysian age between 16 years old and above.

TABLE OF CONTENTS

CONTENT	PAGE
SUPERVISOR APPROVAL	i
STUDENT DECLARATION	ii
ACKNOWLEDGEMENT	iii
ABSTRACT	iv
TABLE OF CONTENTS	v
LIST OF FIGURES	viii
LIST OF TABLES	ix

CHAPTER ONE: INTRODUCTION

1.1	Background of Study	1
1.2	Current Situation	2
1.3	Problem Statement	2
1.4	Objectives	3
1.5	Scope	3
1.6	Significance	4
1.7	Project Framework	4
1.8	Gantt Chart	5
1.9	Conclusion	6

CHAPTER TWO: LITERATURE REVIEW

2.1	Introduction	8
2.2	Wildlife in Malaysia	8
	2.2.1 Endangered Wildlife in Malaysia	9

2.2.2	Profile of Endangered Wildlife	10
2.2.3	Conservation of Endangered Wildlife in Malaysia	10
2.2.4	PERHILITAN	11
2.3	Multimedia	12
2.3.1	Multimedia Elements	12
2.4	Multiple Intelligence Theory	14
2.4.1	Linguistic Intelligence	14
2.4.2	Logical-Mathematical Intelligence	14
2.4.3	Spatial/Visual Intelligence	15
2.4.4	Bodily-Kinesthetic Intelligence	15
2.4.5	Musical Intelligence	15
2.4.6	Interpersonal Intelligence	16
2.4.7	Intrapersonal Intelligence	16
2.4.8	Naturalist Intelligence	16
2.5	ADDIE Model	17
2.5.1	Analysis	17
2.5.2	Design	18
2.5.3	Development	18
2.5.4	Implementation	19
2.5.5	Evaluation	19
2.6	Similar Existing Courseware	19
2.6.1	Multimedia Courseware of Math and Animal for Kids	20
2.6.2	Assistive Courseware for Visually Impaired (AC4VI)	22
2.6.3	Animal Learning Application	24
2.7	Implication of Literature Review	27
2.8	Conclusion	28

CHAPTER THREE: METHODOLOGY

3.1	Introduction	29
3.2	Analysis	30
3.3	Design	32
3.4	Development	37