

UNIVERSITI TEKNOLOGI MARA

**INTERACTIVE E-LEARNING OF HAJJ
USING GRACEFUL INTERACTION CONCEPT
FOR ELDERLY**

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Report submitted in partial fulfillment of the requirements
for the degree of

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STUDENT'S DECLARATION

I declare that the work in this report was carried out in accordance with the regulations of Universiti Teknologi MARA. It is original and is the result of my own work, unless otherwise indicated or acknowledged as reference work. This report has not been submitted to any other academic institution or non-academic institution for any other degree of qualification.

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ABSTRACT

The growth of technology has spurred research towards the creation of human values through digital engagement. Research on human computer interaction (HCI) has begun to explore dimensions of human value derived from the aesthetics of interaction. To further explore new forms and perspective of aesthetics of interaction, graceful interaction design has been conceptualized to enrich human computer engagement. The aim of this research is to apply graceful interaction concepts in development of e-learning hajj courseware for elderly. The design elements of the graceful interaction concept adapted from the theory of Laban Movement Analysis which focus on formal movement quality has been mapped in hajj courseware. The design guideline for elderly is identified to meet the elderly needs. The Visual Information Seeking Mantra (VISM) is identified and applied as a flow of interaction guideline for elderly. Then, a user testing is conducted to get their response about the courseware. The finding of user testing shows that the design elements able to create a graceful interaction and enhance user experience.

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