UNIVERSITI TEKNOLOGI MARA

AN EVALUATION OF DIGITAL STORYTELLING APPLICATION

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IT Project submitted in partial fulfillment
of the requirements for the degree of
Master of Science in Information Technology

Faculty of Computer and Mathematical Sciences

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AUTHOR'S DECLARATION

I declare that the work in this IT Project 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 IT Project has not been submitted to any other academic institution or non-academic institution for any degree of qualification.

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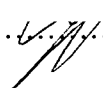
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ABSTRACT

Digital Storytelling Application is mobile applications that transform the traditional digital storytelling into mobile application.The story used in this project is a folk story called "Sahabat Mulia" that has positive values as the moral value. The main purpose of the application is to gain interest from the younger children to read. According to the developer of this project, the current Digital Storytelling Application was never gone through the user evaluation phase. Therefore, the main objectives of this study are (1) To evaluate the usability problem of Digital Storytelling Application (2) To propose recommendations for the design improvement based on evaluation. The methods that used in this evaluation are observation and interview. .The evaluation was conducted with five participants with age between 5 to 10 years old and all activities done by the participants are recorded during the evaluation. The participants also were interviewed after the evaluation session so that more usability problems can be detected and the feedback and suggestion from that interview can be used as proposes recommendations for design improvements. From the results of finding, the usability problems of application that detected such are there is no icon for stop/exit from the application, the text is not clear, text is emergence to fast, the voice is not clear, the animation is not enough, the text size is not suitable and there is no interactivity element in the application. The deliverables of this project would assist the developer of Digital Storytelling Application to identify usability problems that exist and provide a guideline to improve the quality of design.

ACKNOWLEDGEMENT

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