

UNIVERSITI TEKNOLOGI MARA

**DESIGNING AND EVALUATING MOBILE
IQRA APPLICATION PROTOTYPE**

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ABSTRACT

The aim of this IT Project is to design the prototype for mobile Iqra application specifically for preschoolers in order to support them to learn Iqra through mobile devices. It is specifically developed for Android platform with fun interface elements. The interface of the prototype was developed based on the concept of designing for fun and in line with the mobile design guideline as well as the design guideline for children. The content of the application covered the introduction of Hijaiyah letters, the three basic punctuation marks which are *fathah*, *kasroh* and *dommah* as well as games in order to measure their proficiency level of each of the lessons learned. The application will guide the users to pronounce each of the letters and the phonic sounds of the Hijaiyah letters. Since there is a gap of interpreting the object between the adult designers and young users, the level of fun was measured among the users using quantitative and qualitative methods. Based on the findings, the prototyped application developed had successfully met the needs and expectations of the children when more than three quarters of the respondents responded that the application was fun and showed their interest to use the application again in the future. However, there are still rooms for improvement for future work. The application may later be developed for other mobile operating systems so that more users can use the application without restriction to only the Android platform.

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