

Universiti Teknologi MARA

**Development of Handicraft Web Based
System using Agile Approach**

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Thesis submitted in fulfillment of the requirements for
Bachelor of Science (Hons.) Information System
Engineering
Faculty of Computer and Mathematical Sciences

Jan 2012

ACKNOWLEDGEMENT

Praise be to Allah SWT Most Gracious, Most Beneficent

First and foremost, praise to Allah for giving me courage, strength, good health and determination to complete this thesis. Without His blessing and permission, this project could not have been completed.

First of all I would like to address my deepest appreciation to my supervisor Dr Anitawati Mohd Lokman for her concern, guidance, advices, ideas, support and encouragement throughout this thesis progress. All the advice, criticism, guidance and brilliant ideas during the preparation of this study will certainly never be forgotten.

I would like to thank to thesis coordinator, Assoc. Prof. Rashidah Md. Rawi and Madam Wan Nor Amalina Wan Hariri for their valuable comments and ideas in the completion of this project. I would also like to thanks to Dr ArizaNordin and Assoc. Prof. Aishah Ahmad for the ideas during thesis progress presentation. Thank for the ideas.

Special thanks to the villagers of Kampung Tengah Malacca for their cooperation during feasibility study and interview session that helped me in gathering requirements for this project.

I would also like to express my gratitude to family for their constant support and prayers during my study. Last but not least, I also would like to thank to my friend that give me an ideas directly or indirectly during the completion of this project. Thanks for inspiring me in such a means that could not be written in words.

Thank you, may ALLAH bless all of you.

ABSTRACT

Handicraft product is an artistic product that makes a village significant due to its uniqueness. In Kampung Tengah, producing handicraft product is one of the source incomes of the community. However, the product information is known by small group of people. This is because they do not have web based system to disseminate their handicraft product information. This project aim to provide handicraft web based system to Kampung Tengah which provide the information of their indigenous product. This project has used agile approach with three iterations for the development of this web base system. The first iteration began with gathering the initial user requirement. Then, the requirement was analyzed and a system was designed and developed accordingly. The system then went through the first process of user testing. Feedback from the user in this iteration was analyzed, and used to designed and developed an improved system. This process was repeated three times, and system was improved in each iteration. After three iterations, the final prototype was concluded. The development of handicraft web based system will help Kampung Tengah to disseminate their indigenous product to the public. Additionally, it will help to increase the number of potential customer for their handicraft product as well as attract more tourist to visit their village.

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