UNIVERSITI TEKNOLOGI MARA

ADOPTION OF FROG VIRTUAL LEARNING ENVIRONMENT AMONG TEACHERS IN MALAYSIAN SCHOOLS

NOR FARIDAH BINTI BANI OMAR

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

Faculty of Computer and Mathematical Sciences

July 2016

ABSTRACT

Frog Virtual Learning Environment (VLE) has been introduced by Ministry of Education (MOE) since 2011. Designed for both primary and secondary schools, the percentage of Frog VLE usage among its targeted users was still in low state. In order to increase the participation rate, this paper investigates the factors of Frog VLE adoption among teachers in Malaysian schools by using Unified Theory of Acceptance and Use of Technology (UTAUT) as a research model. A quantitative study was conducted to identify the factors of Frog VLE adoption among teachers in government secondary schools located in Kinta Utara, Ipoh Perak Darul Ridzuan. The schools were selected based on top schools ranking in Frog VLE usage released by official website Pejabat Pendidikan Daerah Kinta Utara. 77 teachers from three schools were involved in the study. A set of questionnaires comprising respondent's demographics and UTAUT based questions was used as the instrument of the study. Three types of analysis was done which are descriptive, correlation and multiple regression. From data analysis, it shows that performance expectancy do not have significant relationship toward teacher's behavioral intention to use Frog VLE. By identifying the factors which led to Frog VLE adoption, suggested recommendations were proposed in order to increase the usage of this virtual learning environment.

ACKNOWLEDGEMENT

Firstly, I am grateful to Allah for the strength He gave me to successfully complete this project. Without His grace, I would have lost sight in my purpose of continuing this project.

I would also like to thank my parents Bani Omar Bin Bahari and Hasmah Binti Othman for their continuous support and their constant motivation for me to stay focused on my studies. Not to forget, without their hard work and love for me, I would not be here today completing my computing project. Thank you for believing in your daughter and always be there for me no matter how hard my situation to finish my master in information technology. Their effort will not be forgotten and for that I am forever grateful.

A very special thanks to my Computing Project (CSP760) Coordinator, Dr. Jasber Kaur Gian Singh for her guidance and feedback for this project. Not to forget, my supervisor, Madam Nalini Dharmarajan for her guidance, patience and support for me throughout the entire project. I know that I am not a student that is easy to handle. Thank you very much, I would not have made it this far without your guidance.

My appreciation also goes to the principles and vice principals who gave their cooperation for the data collection. Lastly, to my fellow friends and classmates whom I had known for almost two years, thank you for the advice and support throughout this journey to the finish line. I could not have asked for a better group of people to finish this journey with. Thank you for being there for me when I asked for help and for motivating me when I feel down.

TABLE OF CONTENTS

		Page		
AUT	THOR'S DECLARATION	ii		
ABSTRACT				
ACKNOWLEDGEMENT				
TAB	BLE OF CONTENTS	v		
LIST	T OF TABLES	viii		
LIST	T OF FIGURES	ix		
LIST	T OF PLATES	ix		
1				
CHA	APTER ONE: INTRODUCTION	÷-		
1.1	Research Background	1		
1.2	Problem Statement	2		
1.3	Research Questions	3		
1.4	Research Objectives	, s 4		
1.5	Project Scope	4		
1.6	Research Significant	4		
1.7	Limitations	5		
1.8	Organization Report	5		
1.0	Organization report	3		
CH/	APTER TWO: LITERATURE REVIEW			
		a		
2.1	Introduction	7		
2.2	Information and Communication Technology (ICT) for Education in M	alaysia 8		
2.3	Virtual Learning Environment (VLE) in Education Field			
2.4	Frog Virtual Learning Environment (VLE) in Malaysia	10		
	2.4.1 Issues and Challenges of VLE in Malaysia	11		

2.5	Overview of Previous Research			
2.6	Theories Technology Adoption			
	2.6.1	Theory of Reasoned Action (TRA)	14	
	2.6.2	Technology Acceptance Model (TAM)	15	
	2.6.3	Unified Theory of Acceptance and Use of Technology (UTAUT)	15	
2.7	Sumn	nary	17	
СНА	PTER	THREE: METHODOLOGY	v	
3.1.	Introd	luction	18	
3.2	Resea	rch Process	18	
3.3	Resea	rch Design	20	
	3.3.1	Design and Measurement Instruments	20	
	3.3.2	Research Location, Population and Sampling Method	21	
	3.3.3	Consent and Confidentiality	22	
3.4	Research Model			
3.5	Defining and Measuring Variables			
3.6	Research Hypothesis			
	3.6.1	The Significant Influence between Performance Expectancy and		
		Teacher's Behavioural Intentions to Use Frog VLE for Teaching	24	
	3.6.2	The Significant Influence between Effort Expectancy and		
		Teacher's Behavioural Intentions to Use Frog VLE for Teaching	24	
	3.6.3	The Significant Influence between Social Influence and		
		Teacher's Behavioural Intentions to Use Frog VLE for Teaching	25	
	3.6.4	The Significant Influence between Facilitating Conditions and		
		Teacher's Behavioural Intentions to Use Frog VLE for Teaching	25	
	3.6.5	The Significant Influence between Behavioural Intentions and		
		Teacher's Usage Behaviour of Frog VLE for Teaching	25	
3.7	Data A	Data Analysis		
3.8	Sumn	Summary		