

UNIVERSITI TEKNOLOGI MARA

**INTERACTIVE LEARNING SYSTEM
USER-INTERFACE FOR ON-JOB
TRAINING PROCESS**

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ABSTRACT

Technology is everywhere in education. It has been used in improvising the methods and materials used for education. Workplace learning will determine the success of an organization. However the organization need to ensure the learning method and material is suitable which can sustain the organization's effectiveness. It is crucial to know the right training material and methods that need to be used among all employees with various background, skills and experience. Wrong selection of the type of learning method contributes to the decrement of employee's motivation and excitement in doing their job and thus, weaken the organization management's effectiveness. Using an interactive learning system for the training process can boost the training effectiveness because it provides a space for the trainees working with the training material and gives opportunity to interact with other trainees through the learning process. The study examine the limitations of the current training process in the organization X in order to propose user interface for interactive learning system in the organization. The interview has been done with six participant which has attended the training provided by the organization. Background reading on the training material also being conducted to verify the data from the interview. Design thinking approach are used in designing the prototype for this study. The design of the prototype are being created based on the analysis of the data from the interview. The interactive training theme emerge as the result of the interview data analysis by using thematic analysis. The feedback from the testing are also gathered to verify the design of the prototype. Five participants has responded and the feedback results are positive as all of them are satisfied with the system. This study proves that trainees are enthusiastic to use the proposed system due to its interactive element and allowing learning to take at their own pace. Further research are necessary in the future in order to determine the other factors that contributes to the effectiveness of the learning process within the organization. The organization needs to take advantage on the rise of technology which includes creating a training on-the-go for the employees to attend by using smart technologies such as tablet and smart phone.

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