Universiti Teknologi MARA

The Development of Learning Hand Embroidery Stitches Using Mobile Application

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ABSTRACT

Embroidery design is a field that works within the fashion design industry, slightly different with fashion design where embroidery is focusing on decorating fabrics by stitching an embroidery pattern using needle and threads. As the requirements of for this field increased, users faced problem of limited access of learning and materials. The beginner learners of this field also need to be exposed to the basic knowledge of hand stitches embroidery. The application of Learning Hand Embroidery Stitches using Mobile Application is an application that combining all of multimedia elements to make learning environment more interesting and enjoyable. This application will help user to learn various types of hand embroidery stitches. In addition, users also to be exposed to various types of tools used through the process of stitching and basic knowledge of it. As the application can be used by Android users, learning is convenient and can be done based on learner environment. Therefore, learner can improve their skills without any restraints within a short time. ADDIE method was used to have a clear overview through the process and clear picture of teaching and learning. Future works suggested are to use other platform for this Learning Hand Embroidery Stitches instead of Android application only and more varieties of contents for user to learn. Besides that, developer also might add more higher level difficulty stitches tutorial to the application. As a conclusion, users are able to learn hand embroidery stitch by themselves without being waste their money and time to attend the classes.

TABLE OF CONTENT

CONTENT	PAGE

CHAPTER 1

INTRODUCTION

The content of this chapter will discuss about the background of study, problem statement, research questions, objectives, project scope, and significance of study of the project. The brief overview of the whole project that is going to be developed will be discussed at the project background. Then, followed by the problem statement that will explain why this project should be developed and the project objective will be extracted from the problem statement while research questions are lists of questions that should be answered at the project objectives. The scope of study should explain about the target user of the project. The needs and the content of this project are also covered in this sub-topic. Finally, the significance of the project will briefly describe the expected result of this project as for the users or the developer and stakeholders.

1.1 Background of Study

The art of embroidery is becoming a fashion trends in outwears. The art is a method of decorating any fabrics by stitching a pattern on to it with a needle and thread on different materials, but as Wilson (1973) points out, any definition of embroidery does not summon up visions of the wonderful world of color and texture, or the exuberance of decorative fantasy that has become, through the ages, a part of a country's heritage. In earlier societies, rulers, the nobility and elites from various parts of the world would embellish their garments with beautiful embroidered patterns representing nature, cultural traditions, and other imaginative designs. These patterns were stitched with colored threads of spun cotton, wool, silk, flax, and sometimes with filaments of silver, gold, and brass.