

**UNIVERSITI TEKNOLOGI MARA**

**DEVELOPING AN INTERACTIVE  
MULTIMEDIA COURSEWARE ON MORAL  
VALUES BY USING STORYTELLING  
APPROACH**

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## **ABSTRACT**

From many centuries, storytelling approach is one of the best ways to lead good moral values. This study is to develop an interactive multimedia courseware that can educate children about moral values by using storytelling approach. The objectives of this study are to identify suitable traditional stories that can help educate good morals in children and to develop a multimedia courseware by using Malaysian Traditional Stories. The target audience of this project covers children between the ages of 9 to 12 years old. Furthermore, method in developing this courseware is by using 2D animation. To achieve objectives; observations, interviews, development of the courseware and lastly testing to candidates were being done. To conclude, this courseware can contribute as an approach to help inculcate good moral values to children. For further development of the interactive multimedia courseware on moral values by using storytelling approach, it is recommended to make more stories so that more moral values can be used as examples to children to educate them.

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# **CHAPTER 1**

## **INTRODUCTION**

### **1.1 Introduction**

This chapter provides the background of the study, which explain about the issue and problem that led to the research. In order to do this research, clear objectives have been defined as guidance throughout of the research. This chapter also gives details explanation about scope and significant of the research.

### **1.2 Background**

“Multimedia is any combination of text, art, sound, animation, and video delivered to you by computer or other electronic or digitally manipulated means.”

(Tay Vaughan, Multimedia: Making It Work; Sixth Edition, 2004).

Multimedia also describes electronic media devices used to store and experience multimedia content. This project is a project to develop a multimedia courseware that can educate moral values to Malaysian children at the age between nine to twelve years old by using storytelling approach. The method that will be use to develop this storytelling is by using 2D animation. The stories that will be used are based on “366 A Collection of Malaysian Folk Tales” by Othman Puteh and Aripin Said. Not only this folk tales may help them learning the moral values, it also may make these stories popular to young children and will not be forgotten.