### LEARNING SCOUT VIA MULTIMEDIA

#### **AZWATUL SHIMA MOHAMMAD**

# A PROJECT PAPER SUBMITTED FOR THE PARTIAL FULFILLMENT OF REQUIREMENT BACHELOR OF SCIENCE HONOUR IN INFORMATION TECHNOLOGY

## FACULTY OF INFORMATION TECHNOLOGY AND SCIENCE QUANTITATIVE INSTITUTE OF TECHNOLOGY MARA SHAH ALAM

**NOVEMBER 1998** 

iii

**ACKNOWLEDGEMENT** 

ASSALAMUALAIKUM WBT,

First of all, alhamdulillah to Allah SWT for giving me a chance to do my thesis and make

it possible as far.

I would like to take this opportunity to acknowledge my honourable supervisor, Puan

Nuratikah bt Shamsuddin for her support, commitment and guidance which helped to

contribute with the thesis.

I would like to extend a personal word of thanks to Encik Jamil Abdul Wahab and Puan

Norhayati from Sekolah Kebangsaan Dengkil for their co-operation and information that is

required for this project.

I would like to express my sincere thanks to Puan Rohani bt Mohd Zaid, and Puan

Rosslina bt Mohammad Nawi, for their ideas, advices and comments towards the

preparation of this project and unforgettable Hi Mohd Zaki b. Hi Ghazali of his advice

and guidence.

A million thanks to all my friends for their support and commitment in completing this

project.

Last but not least, I would like to record my appreciation to my family who has given me a

lot of full support towards completing this project. Thank you.

AZWATUL SHIMA MOHD

**NOVEMBER 1998** 

#### **ABSTRACT**

Scouting is great way for kids to have fun. It is also a great way to develop capable and self reliant individuals.

The purpose of this project is to provide a software package that can be one of the effective and efficient methods for learning and teaching scout in schools. Computer Aided Learning (CAL) technique is used to provide a learning method that will enable student to learn and understand easily.

## TABLE OF CONTENTS

CONTENT	PAGE NUMBER
Certificate of originality	ii
Acknowledgement	iii
Abstract	iv
Table of contents	v
CHAPTER 1 PROBLEM DESCRIPTION	
1.1 Background of the problem	1
1.2 Problem description	3
1.3 Problem scope	4
1.4 Problem significance	5
CHAPTER 2 LITERATURE REVIEW	
2.1 Detailed description	7
2.2 Definition of pertinent terminologies	23
2.3 Different terminologies	26

CHAPTER 3 1	PROJECT DEFINITION	
3.1 Project o	bjectives	26
3.2 Project so	cope	27
CHAPTER 4	METHDOLOGIES	28
CHAPTER 5	SYSTEM OVERVIEW	
5.1 Overall sy	estem	30
5.2 Project re	sources	35
CHAPTER 6 P	ROJECT DESIGN	
6.1 Media pre	paration	36
6.2 System In	terface Component	40
CHAPTER 7 P	ROJECT BENEFITS	45
CHAPTER 8 C	ONCLUSION	46
REFERENCES		

**APPENDIXES**