

MODULE DEVELOPMENT ON GEOGRAPHY STORYTELLING FOR
SECONDARY SCHOOL

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AUTHOR'S DECLARATION

I declare that the work in this thesis was carried out in accordance with the regulations of Universiti Teknologi MARA. It is original and is the results of my own work, unless otherwise indicated or acknowledged as referenced work. This thesis has not been submitted to any other academic institution or non-academic institution for any degree or qualification.

I, hereby, acknowledge that I have been supplied with the Academic Rules and Regulations for Post Graduate, Universiti Teknologi MARA, regulating the conduct of my study and research.

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ABSTRACT

Geography is one of the subjects offered in education in Malaysia. Geography education is undergoing change after change in line with current developments and the needs of the country. However, student interest now shows a decline in geography subjects because it is viewed as a subject that concentrates on memorising facts and locations, making it less entertaining and fascinating than other courses. The government has pledged to keep enhancing the educational system by the establishment of Malaysia Education Blueprint 2013–2025. Thus, this study aims to develop a module on Geography subject using GIS Story Map for secondary school. The objectives of this study are i) to develop Geography Education story map based on proposed teaching module for secondary school and, ii) to assess the user's perception and acceptance of proposed Geography story map. This study uses GIS software which is Quantum GIS (QGIS) and ArcGIS Story Maps to develop Geography Education Story Map. This study implemented using ADDIE model as a method which consists of analysis, design, development, implementation, and evaluation. To gain user perception and acceptance result, the technology acceptance model (TAM) has been used. There are total of 48 respondents in this study. According to result from the TAM analysis, respondents had a very positive opinion of the Geography Story Map. They said it was really useful (mean = 4.33), simple to use (mean = 4.40), and had a positive attitude towards it (mean = 4.45). Additionally, with an average score of 4.42, the intention to use (BI) the Geography Story Map was equally strong.

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