

ADVANCEMENT IN E-LEARNING

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LEARNING PMR HISTORY SUBJECT USING MULTIMEDIA

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ABSTRACT

Most students realize that they are not able to score History subject well due to there are many facts that they have to remember. They have no choice other than read the History text books to study and score in their exams. The problem arises when students are not really interested by reading text books so this will affect the performance of the students as well as schools. Mostly students do not interest to read text book to study this subject. This project is about a multimedia whereby it is provided an interactive multimedia that needs students to answer the questions that will be asked. This multimedia will be using by Form 1, Form 2 and Form 3 students in Malaysia.

Keywords: E-Learning, Multimedia Courseware, Education Games, Virtual Learning

INTRODUCTION

In addition, students can get clear information by playing this because it is not only in words but it is also created with images that related with topics. By providing colourful and interesting animation, students will be enjoying it. This game also will be divided according to their level which is for PMR level; Form 1, Form 2 and Form 3 students due to them will be having important exams. Other than students, teachers also can use this as a tool for learning process in class. At the same time, students will not easily get bored to study. At the same time, they will actively get involve in answering the question. As an alternative, teacher can also use this project to replace test or small assessment to students so this is not just a game but it can take as serious method in learning process. As a result, students may answer the questions seriously and most probably; this project can help them improve in History subject.

SYSTEM DESIGN

Figure 1 shows the flow of the system from the first page till the last page and it also shows the different pages that would be available in the system.