UNIVERSITI MALAYSIA PAHANG
AL-SULTAN ABDULLAH

FINAL ASSESSMENT

COURSE	**:**	**MULTIMEDIA DEVELOPMENT WORKSHOP**
COURSE CODE	**:**	**BCM3243**
COURSE COORDINATOR	**:**	**DR. BARIAH BINTI YUSOB**
DATE	**:**	**16 DECEMBER 2024 – 10 JANUARY 2025**
DURATION	**:**	**4 WEEKS**
SESSION/SEMESTER	**:**	**SESSION 2024/2025 SEMESTER I**

INSTRUCTIONS TO STUDENTS:

1. This assessment paper consists of **THREE (3)** questions. Answer **ALL** questions.

APPENDIX:

1. Appendix A – Project Details
2. Appendix B – Report Guideline
3. Appendix C – Functional Acceptance Testing (FAT) Report Template
4. Appendix D – User Acceptance Testing (UAT) Report Template
5. Appendix E – Assessment Rubric

DO NOT TURN THIS PAGE UNTIL YOU ARE TOLD TO DO SO

This assessment paper consists of **NINE (9)** printed pages including the front page.

INSTRUCTIONS:

1. This assessment encompassed 40% from the course overall assessment marks. Students are assessed individually. This assessment is the continuation from **Assignment 2: Proposal and Design Documentation** and **Assignment 3: Prototype Development**.
2. In this assessment, you are required to test the final application and come out with a final report and video to describe your application.
3. This assessment is divided into **THREE (3)** questions:
   i. Question 1: CO2 – Psychomotor, Marks = 12.5 marks (5%)
   ii. Question 2: CO1 – Knowledge, Marks = 75 marks (30%)
   iii. Question 3: CO4 – Affective, Marks = 12.5 marks (5%)

   The detailed instruction of the tasks for each question is in the Appendix A – Project Details.
4. Write a report on the developed application and test results. Refer to Appendix B – Report Guideline.
5. Provide a 3-minute short video to pitch your application. The detailed instruction of the video preparation is in the Appendix A – Project Details.
6. Refer to Appendix E – Assessment Rubric on the evaluation criteria and mark distribution.

SUBMISSION:

The due date to submit all submissions is on **WEEK 15: 10 JANUARY 2025 (Before 5.00 PM)**.

All submissions should be through KALAM. Submit all files under **ONE (1)** folder and rename the folder as << studentID_studentName>>.

Each student is required to submit:

i. **ONE (1)** report in pdf format;
ii. **ONE (1)** video.

APPENDIX A – PROJECT DETAILS

QUESTION 1 [12.5 Marks]

The application of multimedia in technical skill training plays a crucial role in Malaysia, especially in fields where hands-on experience is essential. Through interactive simulations, multimedia offers a safe, cost-effective environment for trainees to practice without the risks associated with real-life scenarios. This technology has been particularly valuable in sectors like manufacturing, engineering, and healthcare. Multimedia applications—such as virtual reality (VR), augmented reality (AR), and 3D simulations—allow for a more immersive and engaging learning experience. By simulating real-world equipment and scenarios, these tools enable trainees to experiment with procedures, handle virtual machinery, and troubleshoot problems in a realistic but in a controlled setting. This not only enhances their understanding but also builds confidence in handling complex tasks, ultimately leading to higher competence and job readiness. It also helps bridge the gap between theoretical knowledge and practical application, making trainees more adaptable and better prepared for the workplace. Moreover, multimedia training can be scaled and customized, allowing educational institutions and training centers to adopt it according to specific industry needs, thus supporting Malaysia's broader goals of improving workforce productivity and economic growth.

Based on the above case study, you are required to do the implementation phase for the application development. The activities in this phase are as below:

a) Prepare test cases to evaluate the whole application using the Functional Acceptance Test (FAT). Refer to Appendix C for the FAT report template.

[6.5 Marks]

[CO2, PO2, P4]

b) Prepare the test criteria or requirements to test the whole system usability using User Acceptance Testing method (UAT). Refer to Appendix D for the UAT report template.

[6 Marks]

[CO2, PO2, P4]

QUESTION 2 [75 Marks]

Produce a report that include the following:

a) Analyze the evaluation results from the UAT process that you have done by providing a complete test analysis and proof. You should include the visualization of the test analysis using charts or graphs.

[20 Marks]
[CO1, PO1, C4]

b) Explain in detail all the development processes of your application. Organize the workflow using a software development methodology of your choice, and describe each phase step-by-step.

[45 Marks]
[CO1, PO1, C4]

c) Explain the lesson that you learnt during the project implementation and what skills you have acquired throughout the development process.

[10 Marks]
[CO1, PO1, C4]

QUESTION 3 [12.5 Marks]

Produce a maximum of a **3-minute short video** to pitch your application. This video will be one of the ways to market your application to stakeholders. Thus, the contents of the video should be interesting and can influence the stakeholders to invest in your project. Include your problem statement, innovation, and marketing plan and opportunity in your video.

[12.5 Marks]
[CO4, PO7, A4]

APPENDIX B – REPORT GUIDELINE

Report Format:

i. Font: Times New Roman (12)
ii. Alignment: Justified
iii. Spacing: 1.5 line spacing
iv. Reference: APA Style format
v. Margin: **Top** (25mm) **Bottom** (25mm) **Left** (30mm) **Right** (20mm)
vi. Page Number: Bottom Right

Report Content:

i. Front page / Table of content
ii. Company information and contact person / number.
iii. Executive summary
iv. Terms and acronyms
v. Project overview
vi. Development Process
    a. Methodology
    b. Phase 1
    c. Phase 2
    d. Phase ..
vii. Testing
    a. Functionality testing
    b. User Acceptance Testing
    c. Testing Analysis
viii. Conclusion (limitation, future enhancement, conclusion)
ix. User manual
x. References

EXAMPLE OF COVER PAGE

BCM3243

MULTIMEDIA DEVELOPMENT WORKSHOP

REPORT

PROJECT – <TITLE OF THE PROJECT/APPLICATION>

SEM I 20242025

SECTION:

LECTURER NAME:

APPENDIX C

FUNCTIONAL ACCEPTANCE TESTING REPORT

<TITLE OF THE SYSTEM>

Tester Name:
ID:
Date:

*** Follow example in notes – from test case design till test result report*
*** Only ONE (1) tester from the group – submit 1 table*

Example:

Test Scenario ID	Test scenario	Test Case ID	Test Case	Test Data	Pre-condition	Post-condition	Test Step	Expected Result	Actual Result	Pass/Fail
TS01	Login function	TC01	i) Check response on entering valid id and password	Id = nama Password = nama_saya	The application has been installed in user's mobile/ device.	Time and Date of Login is stored in database.	i) Launch the application. ii) Key in the id. iii) Key in the password. iv) Click "Login" button.	Login must be successful	Login successful	Pass
		TC02	ii) Check response on entering invalid id and password	Id = nana Password = nana_saya				Login must be fail	Login successful	Fail
		TC03	iii) Check response when id is empty and Login button is pressed.	Id = "" Password = nama_saya				Login must be fail	Login fail	Pass
		...	iv) ...	...			... ***Depend on the test case, the step can be the same or different.*	...	...	...

FUNCTIONAL ACCEPTANCE TESTING REPORT

<TITLE OF THE SYSTEM / GAME>

Tester Name:

ID:

Date:

Test Scenario ID	Test Scenario	Test Case ID	Test Case	Test Data	Pre-condition	Post-condition	Test Step	Expected Result	Actual Result	Pass / Fail

APPENDIX D

USER ACCEPTANCE TESTING REPORT

<TITLE OF THE SYSTEM>

Tester Name:

ID:

Date:

*** Follow the screen / page or navigation flow / system structure*
*** Select FIVE (5) testers from non-group member – must submit 5 tables/results*

No.	Task / Requirement	Expected Result	Actual Result	Pass / Fail
	Example: *User click on the "START" button*	*Navigate to Menu screen*	*System hang / no response*	*Fail*
	Example: *User click on the "START" button*	*Navigate to Menu screen*	*System show Menu screen*	*Pass*
1				
2				