

E-SEJARAH QUIZ ONLINE MOBILE APPLICATION

By

ASMAA' MAROHAINI BINTI ABDUL HAMID

AM1905005276

A PROJECT PROPOSAL

Submitted to

MISS SHUHADAH BINTI OTHMAN

Faculty of Computing & Multimedia

Kolej Universiti Poly-Tech MARA

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1.0 INTRODUCTION

E- Sejarah Quiz Online (Mobile Application) is an application that is provided for a self-learning tool that allows each student to know their respective achievements and abilities. This application is an educational where students can further strengthen the subject of history in Malaysia. As we all know, the subject of history is very important because almost all universities have a condition that students must obtain a grade of at least a C grade or only have to pass in the subject. The type of system used to create this application is a mobile application or best known as an application which is a type of application software designed to run mobile devices. Everyone is racing to create every application that can give benefits the user or makes a profit. Furthermore, the application that was originally created in the phone is email, calendar, contact and so on which the application is very helpful to users no matter in the past or the present. So that, there are now millions of applications available users to install from the application distribution platform operated by the owner mobile operating system which is Play Store and Apps Store for Android and iOS users respectively.

This mobile application can be used to make revision about historical subjects which includes all titles from upper secondary which is form 4 and 5 by using e-Sejarah Quiz Online (Mobile Application). This application is in the form a history quiz where students must choose the correct answer from four other answers and then if the student answered the quiz question incorrectly, it will automatically produce a correct answer and a brief note under the right answer is. The users which are students familiarized with the examination questions. This application, there is no limit to using it. It means, students can answer e-history quizzes as much as possible so that they are satisfied with their improvement which for example the first time answering the quiz, students get a little bit right but over time students will improve ability them in the subject of history. For this application, I will use a software that is ionic framework and also use several programming languages to write the code such as HTML AND CSS to make my application can be function without any error.

From the current situation, the upper secondary students especially form 5's students are very busying to make the simple notes for a history subject and another subjects. But, I had ask my juniors about how they make a revision for all subjects and they answered they focus the important subjects such as chemistry, biology, physics and addmaths for students who take a pure sciences. I ask them again, for a sejarah or history subject, is it they make revisions too? They answered of course, they make it

but in the last minute which is they make a revision when have a examination or a quiz from their teachers. So that, we can see students now read history subjects only when necessary even if they do not fully understand the subject and anytime what they read will forget. Then, when there is an exam, they have to re-read and that makes some students will fail in the subject. The subject of history should not be a subject that needs to be memorized but must be understood so that the history of historical events is not swallowed up by this modern age.

So, I decided to do a mobile application on the subject of history with a platform quiz. Based on the website that displays the news and statistics of active smartphone users in Malaysia is 68 percent, and that is why I plan to do the application so that students can learn history subjects anytime and anywhere using just a phone.

2.0 PROBLEM STATEMENTS

2.1 Students have a hard time staying focused while reading the notes provided and also textbooks.

The notes given by the teacher through the reference book or own notes either using mind map or powerpoint are very clear and boring. Therefore, students find it difficult and unmotivated to read notes. Besides, too long a text in a textbook makes it difficult for the reader to understand the text and its views and the brain becomes tired of continuing to read and sometimes makes students feel sleepy. A large number of students prefer a brief note has been summarized and easy to read. To attract students, pay attention more to visual, and colorful and background text is provided.

2.2 Students feel compelled to read and remember many repetitive facts.

Not all students do not like to memorize something especially things that involve facts. Therefore, students will feel reluctant to learn to understand this history subject because they feel that this subject is a subject that forces students to simply want them to pass the subject during the exam and not for them to understand themselves and remember until any time.

2.3 Some students are unable to attend tuition and are slow to understand at school.

Most families of underprivileged students are capable of all things such as not being able to bring their children to tuition to add more knowledge their subjects in SPM and that makes students have to study on their own at home but some of student is slow to understand something, it takes time to understand and will affect the performance of their examination results.

3.0 PROJECT OBJECTIVES

3.1 To make students interested to learn and read history subject.

This application, e-Sejarah Quiz Online (Mobile Application) will provide a short questions text that has keywords in the actual exam and answers that students can and do understand and a few short notes that can help students understand the topic in the subject of history. Then, this quiz platform will make a colorful and a lot of images. Students will excited and enjoy to learn this subject based on quiz platform.

3.2 To encourage students to study history subjects without coercion.

This application will be able to attract the attention of students where this platform provides interesting visuals. It will also give students more focus to answer all the history quiz questions without feeling sleepy. Furthermore, this platform quiz will also reach the skill level or to attach a connection so that the knowledge or things that have been learned or taught become more permanent in the memory especially such as writing and reading skills.

3.3 To provides an alternative a learning platform that allows all students to learn without any obstacles.

With this platform, all students can do exercises such as history quizzes and at the same time can make students better understand and more eager to answer all the topics that have been set as in the history textbook.

4.0 PROJECT SCOPES

4.1 System Scopes

Mobile applications will have some features that will provide the best experience to the user especially students. Some of the features that will be in the mobile application is the exercise will be given based on quiz which are have four answer choices that need to be selected correctly. Then, have all the topics in the form 4 and form 5 textbooks and all the quiz questions are the keywords in the exam questions which students will be easier to understand and answer. The students also can make this exercise as known as quiz platform as many they want until they feel satisfied with their improvement in history subject. It also have 5 bonus questions in their exercise after they finish all the topic from form 4 and form 5 textbooks. In this quiz platform will also provide notes which will be called as e-memorise notes. In this note only in sentences that are simple and easy for students to understand. This note is as known as a conclusion in one subtopic in all the topics which is topic in chapter 1, chapter 2 and more of history subjects. Thus, students will easily remember when they make the final revision before facing the exam. Next, for students who answered incorrectly in one of the quiz questions, it will provide a descriptive sentence under the correct answer so that students can easily understand what the question requires.

4.2 User Scopes

There are 1 type of user for this system mobile application which is upper which is form 4 and form 5 students as known who will take the big examinations like SPM. Students must answer the quiz questions based on what title that they search in this application with choose the right answers. They also can make as many they want if they have not satisfied with their own performance of answering historical subject questions.

4.3 Application Requirement

Application requirement identifies the functionality that is needed by a system in order to satisfy user's needs.

4.3.1 Need to use HTML and CSS

4.3.1.1 HTML

The standard markup language for documents designed to be displayed in a web browser. It can be assisted by technologies such as Cascading Style Sheets and scripting language.

4.3.1.2 CSS

Style sheet language used for describing the presentation of a document written in markup language like HTML.

4.3.2 Requires installation of ionic framework

An open source UI toolkit for building performant, high quality mobile and desktop app using web technologies.

4.3.3 Require HP ProBook 450 G1

Windows 7 and above is required. HP Probook 450 G1 uses Windows 10 Pro.

5.0 TARGET USERS

5.1 Students

Students are the main users of this mobile application. In this application, no need to log in before answering the quiz questions. Students can choose what title that they like to answers first. Then, students also can make as many they can until they satisfied their performance which is like example, students can answer all questions correctly. The history quizzes provided to allow the students to do some exercises regarding the topics that they learnt.

6.0 PROJECT REQUIREMENTS

6.1 Software Requirements

6.1.1 Ionic Framework.

A platform that is used for write coding to create the mobile application.

6.2 Hardware Requirements

6.2.1 Operating System

Android 4.2, Android 4.4.2, or Android 4.4.4

6.2.2 Processor

1.2 GHz or faster processor

6.2.3 Storage

Between 850 MB and 1.2 GB, depending on the language version

6.2.4 RAM

Minimum of 512 MB

6.2.5 Internet Connection

6Mbps or higher

6.2.6 HP ProBook 450 G1

6.2.6.1 Processor

Intel(R) Core(TM)

6.2.6.2 Memory(RAM)

4.00 GB

6.2.6.3 Display Resolution

1366x768 pixels

6.2.6.4 Hard Disk

222 GB

7.0 METHODOLOGY

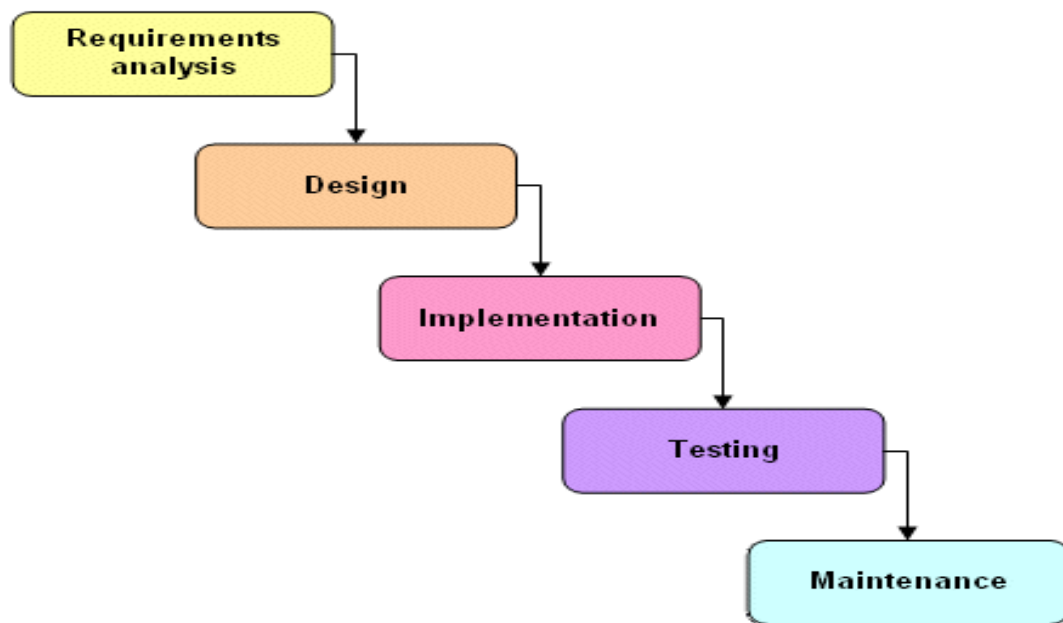


Figure 1: Waterfall Methodology

Phase 1 : Requirements and Gather Analysis

The key aspect of waterfall is that all user requirements are gathered at the beginning of the project, allowing every other phase to be planned without further user correspondence until the product is complete. It is assumed that all requirements can be gathered at this phase.

Phase 2 : Design

The design phase is divided into two subphases: logical design and physical design.

1. Subphases logic design is when the solution could be to ideas and theories, which created a number of features in the platform quiz. students, must chose the answer that have been granted, and for example if the student answered incorrectly, it will produce the correct answer and brief notes.
2. The physical design sub-phase is when the idea and theoretical scheme are made into concrete specifications for example this application has a radio button for students to choose the answer.

Phase 3 : Implementation

Coding takes place in this phase. I will start writing the coding until my project themed mobile application will be work without any errors. I usually apply the code in small form, which is consolidated at the end of this phase or the beginning of the next one. I will use some programming language such as HTML, CSS and more. Then, I also use a visual studio code which is ionic framework.

Phase 4 : Testing

Once all coding is done, testing of the application can begin. I methodically find and report any problems. If serious issues arise, your project may need to return to phase one for reevaluation.

Phase 5 : Maintenance

The application has been delivered to the client which is students and is being used. As issues arise, I may need to create patches and updates any errors and try to solve it. Again, big issues may necessitate a return to phase one.

8.0 CONCLUSION

The conclusion that can be explained in this proposal is that e-history quiz online is useful to the community, especially high school students who will sit for the big exam which is SPM. This application aims to further increase the statistics of students who get excellent results in the subject of history where more and more young people such as students do not know the history whether the history in the country or the history listed in the textbook that has been set. Thus, students' smartphones will have useful applications for education and thus can further improve their brain skills in understanding and memorizing permanently about all the topics in the textbook based on creating a history quiz platform that will take place.

9.0 GANTT CHART

[illegible]

10.0 REFERENCES

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