

# Mobile Application for Kesusasteraan Melayu Tingkatan 4

Affiqul Ikhwan Ismail  
Creative Multimedia Design  
Universiti Kuala Lumpur  
Malaysian Institute of Information Technology  
Jalan Sultan Ismail, 50250 Kuala Lumpur  
[affiqul.ismail15@s.unikl.edu.my](mailto:affiqul.ismail15@s.unikl.edu.my)

Zuriani Ab Ghani  
Creative Multimedia Design  
Universiti Kuala Lumpur  
Malaysian Institute of Information Technology  
Jalan Sultan Ismail, 50250 Kuala Lumpur  
[zuriani@unikl.edu.my](mailto:zuriani@unikl.edu.my)

**Abstract-** Kesusasteraan Melayu is a High School Integrated Curriculum (KBSM) for Form 4 and Form 5 subjects. The National Ideology seeks to establish a person who is mentally and spiritually harmonious, intellectually and physically, following the Education Award. This study aims to create a mobile application of the Kesusasteraan Melayu Form 4 learning course to learn it in immersive digital and enjoyable ways. This study would concentrate on a variety of features, such as a syllabus for digital design and a quiz game. This research is also intended to develop a mobile application to provide more enjoyable and insightful learning on this subject.

**Keywords** — *mobile application, Kesusasteraan Melayu, interactive multimedia, form 4, syllabus*

## I. INTRODUCTION

A subject that was taught in high school was Kesusasteraan Melayu. This subject is offered as one of the favorite subjects for students. It is necessary that all students begin to understand that literature reflects culture and society, and then literature. Through this, students would understand humanity by appreciating Kesusasteraan Melayu. In addition, the initiative to educate Kesusasteraan Melayu enhances the language of Malay among people and understands the knowledge of literature within the profession. Malay Literature Education's aim was also to educate students to understand the subtlety and uniqueness of Malay literary works. The focus of this research is to offer immersive multimedia learning to students through the development of a learning course for mobile applications. This software is used in education and entertainment systems and can draw students by using this smartphone application to learn new digital ways of learning.

## II. LITERATURE REVIEW

### A. Introduction

According to [1] the issues that exist in Malay Literature's teaching and learning are no longer a new concern in modern educational matters. In the Malaysian Certificate of Education (SPM) and Higher School Certificate (STPM), Malay Literature was one of the elective subjects. As the last choice subject among the students, this topic has been provoked. Too many textbooks about Malay Literature are now being used by our students, which is their responsibility. In choosing the subject of

Malay Literature, students have little interest. The vocabulary the textbook is much broader and makes containing the content of the book challenging for students to grasp. Typically, this topic is selected by disadvantaged students who have reading difficulties that make learning the topic a greater difficulty for them. The purpose of this research is to define the requirements and appropriateness of the Malay Literature textbook in conjunction with Malay literature subject instruction and learning.

### B. What is Mobile Application

The use and production of mobile applications is a new and rapidly growing field. Mobile apps have an important and beneficial impact. The use of the new smartphone application makes it easier for individuals, developing countries and cities to update themselves and create a modern IT infrastructure version.

Mobile apps operate on a compact handheld device that is mobile, easy to use and accessible anywhere and anywhere, according to [2]. Too many people now use mobile apps every day to contact friends, search the internet, manage file content, creates and handle files, entertainment, etc. Users can get mobile apps facilities from everywhere.

### C. Benefits of the Mobile Application

Pursuant to [3], the ease of connectivity and Low smartphone app prices provide new ways for learning to blend into their busy out-of-class lives. Mobile e-learning applications enhance optimum productivity and effectiveness for students. A crucial aspect of motivated students is to start teaching unique and fascinating, and the great platform is to accomplish the same learning application. (Solution for Root Info, May 2018).

Mobile applications can provide many educational advantages, making it exciting and enjoyable for students to smooth out the learning process. More specifically, these advantages can be seen to have a positive effect on students and responses, and students will use these mobile apps anytime and wherever.

### III. THE PURPOSE OF DEVELOPMENT

The objective of this development is to develop a Kesusasteraan Melayu Tingkatan 4 mobile apps. This is a solution to give the learner an alternative way to study after school and to better understand what they have studied. The other aim of this review is also to:

- i. To develop a mobile application for the Kesusasteraan Melayu Tingkatan 4 learning course in interactive multimedia and provide more interesting and fun learning on this subject.
- ii. To make the students understand the content of Kesusasteraan Melayu Tingkatan 4.
- iii. To evaluate the effectiveness of this mobile application.

### IV. METHODOLOGY

The developer will describe the type of testing methodology to be used in the development of this mobile application in this section. For this project, the target audience will concentrate on the form 4 students taking this subject. In addition, step by step, the mechanism for creating this mobile application will be clarified and the test results will be gathered by research methods. To produce the best results and results of these research studies, the purpose of this chapter is to verify that appropriate testing protocols have been followed. Over everything, discovering opportunities to acquire information and helping students get extra notes after school and using this mobile apps at any time can be quickly obtained.



According to [4] The ADDIE Design Model is a general teaching model that offers an organized method for the creation of teaching materials. A five-step cyclical process that can be used with both conventional and online learning is this sequential model. Analysis, design, development, implementation, and evaluation are the five phases. Each step of the ADDIE Model is connected and communicates with each other.

#### A. Phase 1 : Analysis

The developer shall identify the target user, problem statement, scope, and client purpose during this process, based on the mobile device definition. Research on the analysis and assessment of needs of the audience by identifying the goal of the project. This project is a detailed pre-planning project. The developer began preparing the Gantt chart.

Therefore, by conducting the interviews, the developer will generate the data to gather evidence before the project evolves. By reviewing existing apps that will be developed with user equality, the developer completes this planning process. Awareness of applications can also be obtained by the invention

of the internet, which is mostly open digitally and can provide the foundation for educational study.

#### B. Phase 2 : Design

The design process has multiple aspects. In this process, the developer must basically brainstorm the concept and design the storyboard. The planning requires the description of the targets, access to which the objectives will satisfy the instructional approach for achieving the goals. In this phase the developer will use data planning from the design process to construct an outline, storyboard and material that is incorporated into the mobile application. The developer would build the design graphic image by using Adobe Illustrator and Photoshop to create an attractive design and implement it into Unity applications to make it interactive. This colors scheme for mobile application developers use green and pink color. To make things more fun and interesting, this mobile apps has a quiz.

#### C. Phase 3 : Development

The development process is where, during the design phase, the developer designs and assembles the software properties produced to build mobile apps. All multimedia elements, including text, animation, audio, and graphics, are included in the software.

Hardware and software will be including in this stage. To fully run the project using the C # language in Visual Studio, in this process, Unity developers need to complete the development of the whole framework and add coding. The creation process would also contain buttons, animations, quizzes, and programming features. At this stage, developers need to carry out formative checks to ensure the feasibility of the mobile application that meets the aims of this project.





**D. Phase 4 : Implementation**

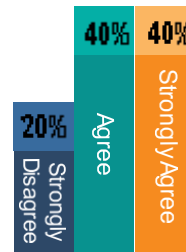
The developers continue to execute the coding when the apps are being developed using another mobile device construction process. The crucial step is this level, as it takes a long time to perform the coding without errors. To make this mobile application more interactive, Unity is the program with annotations, audio, and quizzes that will be used to create this framework. If the developer is to carry out the review, the developer will need to continue to revise, overhaul, and modify the program. Changes can be made during the evaluation to ensure the reliability of this mobile application.

**E. Phase 5 : Evaluation**

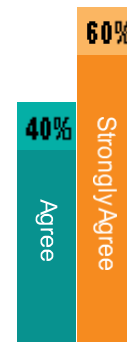
The final components of the ADDIE Model are evaluated. Once the application has been developed, the developer must first submit the application to the consumer for testing until they can determine the application's performance. By beginning the application, the developer can use the user's questionnaire to determine if it is a summative evaluation. You can check mobile applications on mobile devices and smartphones. The developer must decide in this step if the problem has been solved and the target achieved.

**V. TESTINGS AND RESULT**

In this segment, the researchers discovered the appraisal process for the project's target audience. The objective of the test phase is to collect user interface data and make the most of this framework for mobile apps to gather feedback for potential updates.



From the graph above, the result shown 40% respondents strongly agree, 40% agree, and 20% strongly disagree that this mobile application can help you learn Kesusasteraan Melayu.



The result seen from the above graph shows that 60 % of respondents believe that the information is transparent and easy to understand in this smartphone application. 40 % of respondents agree strongly. The developer understands, from this effect, that the material was transparent and easy to comprehend.



From the graph above, the result shown that 70% respondents find this application layout design is interesting and 30% respondents says it very interesting. From this result, the developer knows that the layout design in this mobile application was good and maybe add some more interactive elements.

## VI. CONCLUSION

Conclusion is the key element of a project, since it suggests that the project has been finished and that the main purpose has been accomplished. On the other hand, the recommendation is a vision and direction for the development or improvement of the

current project. It can also be used to boost future planning goals and objectives. The project has been completed and the goal of developing a mobile apps for the students of Kesusasteraan Melayu Tingkatan 4 has been achieved.

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