

# **USING BI-LANGUAGE FOR MUSEUM WEBSITE**

BY

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Dissertation submitted in partial fulfillment of the requirements for the  
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(Information and Communication Technology)

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# **CERTIFICATION OF APPROVAL**

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A project dissertation submitted to the  
Information and communication Technology Programme  
Universiti Teknologi PETRONAS  
in partial fulfillment of the requirements for the  
**BACHELOR OF TECHNOLOGY (Hons)**  
**(BUSINESS INFORMATION SYSTEM)**

Approved by,

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May 2014

## **CERTIFICATION OF ORIGINALITY**

This is to certify that I am responsible for the work submitted in this project, that the original work is my own except as specified in the references and acknowledgements, and that the original work contained herein have not been undertaken or done by unspecified sources or persons.

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(Niyusro Japakeeya)

## ACKNOWLEDGEMENT

IN THE NAME OF ALLAH, THE MOST GRACIOUS, THE MOST MERCIFUL  
Alhamdulillah, all praise and thankfulness to Allah subhanahuwataala the most Glorious and Omnipotent, with his willingness has allowed me to complete this project. First of all I would like to say thank you to Dr. Suziah Sulaiman who is my project supervisor and who always given me guidance, co-operation, valuable advice, wise knowledge and moral support towards my project. She also introduced me the museum that I used as a platform in developing this project as well as encouraged me to do the best while provided me with many alternatives method for research analysis as it is very important and support me for not straying out from the main topic. I also would like to thank her for such a best opportunity and her supervision that helps me finished the project which has been the most memorable experience.

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## **ABSTRACT**

Museum is a place or institution which collects, organizes, displays, protects and preserves the national heritage, promotes the history and culture as well as delivers knowledge to public. Many museums in Malaysia has developed website which some museum already have English version as well as Malay version. However some museums do not even has their own website. Multiple language website for museum is becoming important since it has a lot of benefit such as support learning context for society since museum provide knowledge so website for museum will be as medium for people to get general information such as working hour, activities, location and so on and the website also provide information which considered as a main purpose that people want to visit museum, it is the information about galleries and collection. Apart from that, using multiple language in website increases trust of visitor, being as a base for accessing information by wider group of visitor and so on. In developing website for this project, Joomla version 2.5 is chosen as a tool and story board is used as a place for design layout of website. The project aims to develop bi-language include English and Malay version for museum geologi muzium located in Ipoh, Perak state. This project also aims to study the effective of having bi or multiple languages for museum's website.

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# CHAPTER 1

## INTRODUCTION

### 1.1 Background of Study

Social learning theory is a perspective that states that people learn within a social context. Many researchers found that behaviour of people is mostly up to the environment that they live. It can be more interpreted that good social provided will lead to good behaviour of people who live within that kind of environment.

Social learning tools are important in order to implement a social of learning in our society. Social Learning Tools are those tools used for Educational purposes that utilize social software or social media in order to facilitate learning through interactions between people and systems. Social learning tools is diversity that effectively direct used for interaction and sharing knowledge example is a company using intranet for sharing and communicate among employee.

To apply the concept of social learning into our society is a challenge and need something that is attractive enough to gain attention from people. Museum is a good place and contains a lot of advantages and I have realized that it can be one of the best tools to create social of learning in our society. To promote museum, strategy is needed and developing website for museum is a good strategy in order to be reached by global society. Website itself must provide many languages especially English language which considered as a main language of this world in order to gain more reach wider group of people and to encourage social learning.

Apart from that, there are many museum in Malaysia and most of museum has their own website. Some of them has been developed with multiple language provided but some has only Bahasa malayu language. Muzium geologi is one

museum which has no its own website to promote the museum. While actually this museum is very useful in learning about geology and very suitable for student specially those students who are taking geoscience course. To have its own website in presenting the collections and promoting museum seem binefitful in creating learning context to the society.

## **1.2 Problem Statement**

Social learning is a perspective that states that people learn within a social context. Social learning could also take place even when visiting a museum. The website could be used as a way for people to interact or share experiences on common topics or interests pertaining to the museum. As most of the websites does not provide multi lingua website especially English version which it will cause the limitation of reaching to groups of people. Some museum has developed their own website with multi lingual website but some not yet. If museum enable to create learning context to social, multi lingua website is needed for all museum to give knowledge about the collections and also to promote museum in wider group of people specially foreigners.

## **1.3 Objectives**

1. To develop website in bi-languages which are English and Bahasa malayu for a local museum
2. To investigate the extent in which multiple languages assist in enhancing / encouraging social learning
  - To determine whether museum is important for social learning.

#### **1.4 Scope of Study**

The aim of this project is to develop two language website for museum and find out the effects of having multiple language in website. In developing project, only a museum Muzium Geologi Ipoh, Perak located at Jabatan Mineral dan Geosains Malaysia Jalan Sultan Azlan Shah, 31400, Ipoh, Perak. And only two language version will be developed in website.

## CHAPTER 2

### LITERATURE REVIEW

#### 2.1 The importance of museum

Within the domain of School, social learning theory can help create more effective classroom environment. Kennydy, A. (2011) suggest that Schools need to learn to take full advantage of museums The collections and expertise of our world-class museum sector should be at the heart of educational experience, not side-lined [1]. Apart from that there are many advantages of visiting museum, colleendilen has mentioned about 10 advantages of visiting museum and one of it is museum provides an effective way of learning which Museums are examples of informal learning environments, which means they are devoted primarily to **informal education** [2]. Therefore museum is good place to create the environment of social leaning in our society.

To promote museum, tools are needed to spread the museum itself to larger society and be known in further places. Languages provided enable to enhance the concept of social learning as well and it is the most important thing to understand the meaning of certain things. Vygotsky argued that "language is the main tool that promotes thinking, develops reasoning, and supports cultural activities like reading and writing" (Vygotsky 1978) [3].

There is a post was originally in the form of a presentation about the future of museums online, given at the Society of Museum Archaeologists Conference 2009 and Dan Zambonini has summarize it in website which one part of article e mention about Why are museum websites not more popular? Take a look at the main navigation of any major museum website and you're likely to see the same thing: Visitor Information, What's On, Exhibitions, Collections, Research, Learning,

Shopping, and Membership. There's nothing particularly new or exciting about these; it's mostly the same information that was online 15 years ago on the same websites, but with a nicer design. (Zamboni.D, n.d) [4].

## **2.2 Internet Based Communication for Museum**

Museum has focused on education and access to last long time ago with the aim to make them more effective and relevant to the life by providing lifelong education and valuable resource for social studies for today[5], when the internet has become a common tool of communication that is widely used by the public, the museum is facing a new opportunity to increase the access of visitors, not only his physical and also digital.

Quote to MacDonald and Alsford (1997), he has said the museum cannot remain far away from the technology trends for not to lose the audiences or visitors [6 ] At present , people are using computers and the Internet as an important part of their lives in order to study, function of recreation and entertainment. Base of this power of changing people life, museum also should take this chance in doing exercise for museum will be able to attract and reach audiences around the world apart from where people can be. People may use their own mobile phone, computer and all technology to surf the Internet is used for more advanced options and more accessible and visitors can see the website of the museum. Attention to researchers Members of the public school, university and museum staff should make a study about museum to find out the way of taking advantage from museum effectively and efficiently. Example of Pitt Rivers Museum , with nearly 200,000 visitors a physical year all over 129 countries while receiving millions of visitors virtually through their website at the same time as the Internet. It has enabled visitors to get an understanding the exhibits on display from museum [7] .

Donovan (1997) warned that the museum should not be thinking about to just give access to all the visitors to the museum's collection database or database-centric,

while encouraging narrative context and stimulate curiosity, exploration, and incidentally, if they want to generate interest online Experience and be interest to a broad range of users as conclude that the online museum website should have provide a suitable depth of information or conceptual accessibility. [8]

### **2.3 Definition of multi-lingual website**

A multi-lingual website is a website where the content is written in more than one language. The information displayed in different languages is often the same, but maybe but it may be different in term of audience (Coward, 2010) [9]. Most of the content on the site is the same. However, localized to meet the language and culture of the clients in these regions.

### **2.4 The Importance of multi-language website**

Nowadays there are many websites developed with multiple languages. However, most of these websites are for business purposes, and from the observation of the site of the museum in Malaysia found that some museums have been developing websites. But mostly in Malay But some sites are in English only. While a true model for the sites of the museum are important to attract many people. Mentioned on the website TransLecs.com the most commonly used on the Internet in English on its website in other languages that have very little of this is a mistake on the part of the site the most since they are missing out on a great opportunity to sell to who speak languages other than English. Because there are more people who speak a language other than English, it is a good idea to make sure you have a multi-language website [ 10] .

Historic sites Kwintessential have identified the advantages of having a website in multiple languages to help more customer-centric; multilingual website shows you are thinking about the customer. Or visitors called the museum with little extra effort. Show that you have thought and cared about them enough to make a website

in their language also helps add a sense of trust for the visitors; many cultures have a problem of trust when it comes to the world via the Internet especially if they feel it is Language they do not fully specialize in. They offer alternative language, enables customers to feel safe. In fact, they know what they are buying, and those from the important cultural issues are also to be considered. In the development of the site; multilingual website, if designed correctly, the potential overcoming cultural barriers through allowing access. In native language This automatically puts the user in a comfort zone because culture is their ability to navigate, understand and interact with the site show the international nature. Image is everything the website shows multilingual you think that working and managing in a global search engine tools to bring people to your site in multiple languages for your site. Museum provides access to historical researchers about History from the museum website. [11]

## 2.5 Sample of two language website in Malaysia

As go through to the museum websites in Malaysia, all of them provide information regarding to the artifact shown in the museum with pictures, its descriptions and other activities promoted. The visitor can access to the website and go through each collection by viewing the image shown [11]

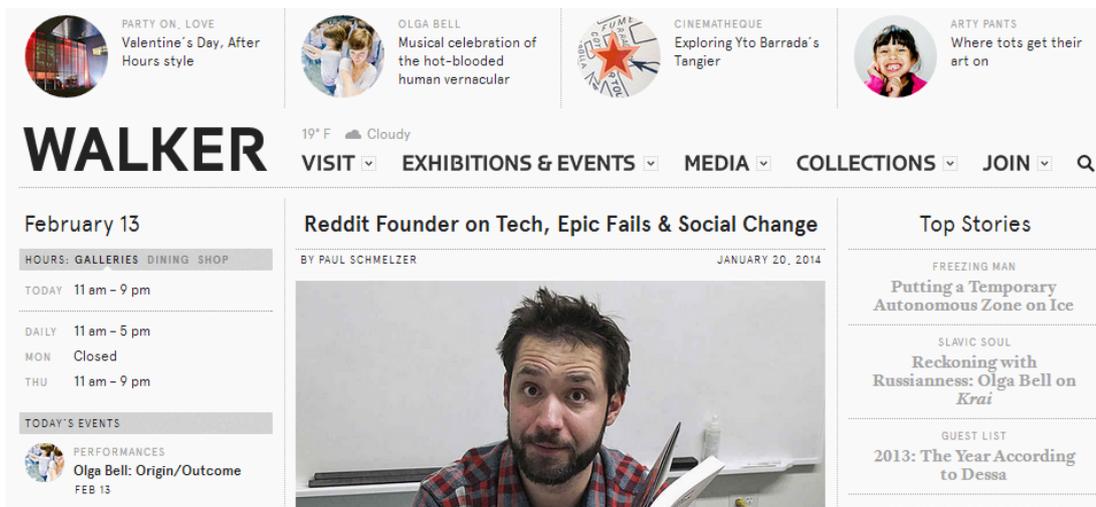


This museum has developed in 2 version language which are bahasa malayu and English but in some museum has not yet developed such as the museum that this project will be developed for.



## 2.6 Top ten best design for museum website

In designing website, choosing properly template is necessary for developer to consider well. Taking advantage from example of another exist museum website to be as guidance is one of effective way for web designer. Chayka. K (2012) ranked top ten best museum website judged base on the creativity of design. Picture below show the main page of best website. [12]



Chayka, K. (2012) has given the reason why this website is ranked in number one state that “By styling their Web site as a dynamic blog and news resource rather than a stale well of information about ongoing exhibits, the Walker Art Center quickly

*rocketed to the top of the Internet charts. The site places emphasis on blog articles that highlight art and artists related to the museum's programming in a narrative rather than didactic format. Lower down, the site's functions include a collection of links to international and local art news, thereby embracing the online art community. The Walker's Web home also pushes the envelope in online art, featuring online "installations" like the photorealistic bees that cover their "Lifelike"*

## **2.7 Involving of HCI in designing website**

The cornerstone of successful website is about when people look and feel about the website., There are many aspects of the design of your website, you should consider from the start so that the country needs to be flexible and adaptable. Arnold, C. (2011) have described the way in multilingual website design for beginning to part 5 by dividing the power should be considered colored text and symbols domain content and navigation [13].

Arno said that Unicode provides a unique number for every character, regardless of platform, program or language. Most of the popular web design applications such as Dreamweaver and, for real beginners, Microsoft Front Page, facilitate the development of Unicode web pages.

Color is an important facet of any website. Your choice of colors will depend on whatever product or service you're selling. Arno also describe the meaning of different color, he state that

**Orange** has *religious connotations for Protestants in Northern Ireland,*

**Green** represents *'spring', 'nature'* and the environment in many cultures

**Purple:** *'royalty'* (Western) or *'mourning'* (Thailand) Interestingly,

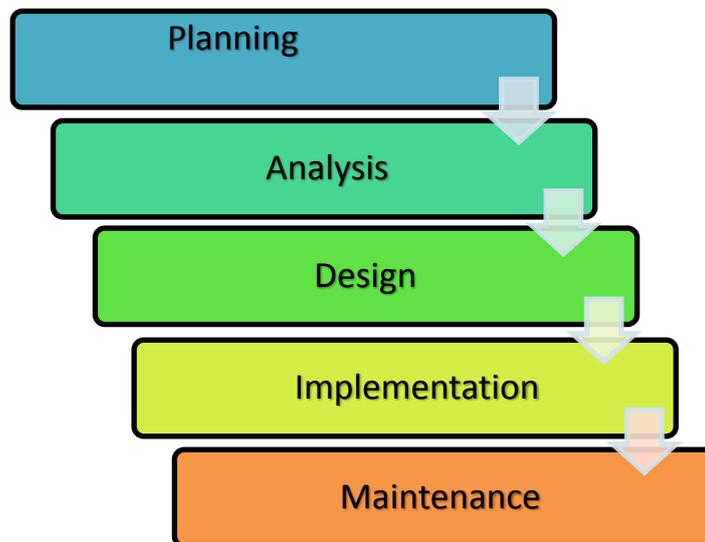
**Black** denotes *'funerals'* or *'death'* in Western cultures, but in many Eastern cultures **white** is used to denote this.

To avoid having to overhaul your website when targeting a new market, carefully consider color scheme from the start. He also state that “Navigation is a crucial aspect of the web design process. Consistency and ‘land marking’ help web users find their way around your site and. Navigation should be intuitive.”

## CHAPTER 3

### METHODOLOGY

Waterfall model has been chosen to be as a methodology for the progress of project. The waterfall model is a sequential design process, often used in software development processes, in which progress is seen as flowing steadily downwards (like a waterfall) through the phases of Conception, Initiation, Analysis, Design, Construction, Testing, Production/Implementation, and Maintenance. Cycles are divided into smaller, more easily managed iterations. Each iteration pass through the Planning, Analysis, Design, implementation while maintain with the support phases as in figure shown 3.1. The model of water fall generates a quickly and early working during the system life cycle; it is flexible for the scope and the requirement when it is required to change. It is also easier when it comes to test during the small iteration and managing the risk where it can be identified and handle during its iteration before it goes to combine the whole development. [14]



**Figure 3.1** Bi-language Museum Website life cycle model

In this project, the author will be as a planner, analyst, designer, implementer and the Programmer. Author will develop this project until the end of process.

### **1. Planning**

Title of project has been approved by supervisor and bi-language website for museum has been chosen as title for this project. In this phase, it will be the determination part whether this project should be proceed, therefore defense proposal for this project has been conducted with evaluation from supervisor as well as examiner. And during this phase, high level document which relate to requirement and scope has been produced. Developer also create the project flow chart, Gantt chart, related literature and research to support the project and look for search required tools and software.

### **2. Analysis**

Gathering information from museum and analyze the information for dividing into group. Information from research, article, and book and also survey are also gathered for determine the interest of community and the enhancement of web developing tool and design.

Technical requirement will be stated in this phase as well as non-technical requirement.

### **3. Design**

This phase describe how the proposed system is to be built. The design is specific to the technical requirements the system will be required to operate in and the tools used in building the system. The purpose of design is to create a blueprint for the new system that will satisfy all document requirements. There are many online template for building blueprint of website on it.

In this phase, website will be developed by combining all information and embedded it in the site by following the blueprint which has been created. Tools in developing will be used in this phase.

#### 4. **Testing**

The completed website will be tested by audience of study which include staff in museum and also UTP student

#### **Required tools**

##### ⦿ *Soft tools*

HTML, CSS,Java scripts, Dreamweaver : Internet programming languagesand software used in creating a Web site for the museum.

##### ⦿ *Hardware*

Computer, Camera(Cannon 100D, speed light), Recorder (To record narration)

## Gant Chart and key milestone

Task name	Academic Week Number														output
	W1	W2	W3	W4	W5	W6	W7	W8	W9	W10	W11	W12	W13	W14	
Select proposal project	Process	Process													
Proposal approval	Process	Process													
Search more research for applying in project		Process	Process	Process											
Literature review			Process	Process	Process										
Preliminary report submission						Milestone									
Prepare for proposal defense						Process	Process								
Proposal defense							Milestone	Milestone							
Requirement gathering							Process	Process	Process	Process	Process				
Result analysis and prepare the interim report							Process	Process	Process	Process	Process				
Submit the draft of interim report													Milestone		
Submit final interim report														Milestone	



Process



Suggested milestone

**Timelines for FYP 2**

No.	Detail/ Week	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
1	Project Work Continues	■	■	■	■	■	■	■								
2	Submission of Progress Report							●								
3	Project Work Continues								■	■	■	■	■			
4	Pre-SEDEX										●					
5	Submission of Draft Final Report											●				
6	Submission of Dissertation (soft bound)												●			
7	Submission of Technical Paper												●			
8	Viva													●		
9	Submission of Project Dissertation (Hard Bound)															●

 Suggested milestone  
 Process

## CHAPTER 4

### RESULT AND DISCUSSION

#### 4.1 Result and finding

##### 4.1.1 Museum visited



**Figure 4.1: Shows the wide view of collections in the msueum.**

Muzium geologi is a place where enable information about geoscience located in Ipoh, Perak. This museum has been chosen since it provides significant knowledge in differentiating the types of mineral as well as the processes and tools for digging the mineral. The museum has divided into zones for visitors to be easy in adventuring the museum. Even though, the museum itself is not large and has only internal exhibition but it is filled by knowledge specially for those who are interested about geoscience.

The museum is organized under a department of geoscience office government. In promoting the museum, will be under organization's website only and the information about museum is not centralized. The museum itself also provide the name and the real collection about mineral and it is benefit full if those mineral and the name of minerals has located in the website for future references in case if one want to learn about geoscience.

Apart from that, this museum has been visited by high school, university as well as the professional people which indicate that it has high probability in enhancing social learning. From interviewing the staff found that there was no international student from university teknologi petronas and even foreigner visitors who came by oneself to visit the museum and the expectation from the staff was because the museum does not have enough tools in promoting among foreigners. In this situation, multi-language website is the best tools in attracting foreigners to visit museum and it also can be as medium in enhancing social learning for society.

Universiti teknologi Petronas can take full advantages from museum since every semester there will be students from geoscience and petroleum engineering visit museum which leaded by lecturer. Training is provided during group visiting and the requirement from museum is to have online training application form in the website for gathering significant information into manageable table and provides easiness for staff to organize the training and training activity calendar also needed for visitor to view and check the availability date and time of training before applying. Having

collection gallery in multi-language website helps visitors especially geoscience students from UTP or from another university be able to refer back to the knowledge which come from collections in the museum in enhancing their study later. Specific to English language version in the website, it allow foreign students to be able get full benefit or advantages from museum.

According the journey from UTP to museum it takes time around twenty minutes to reach the museum and if going by public transport it will take times around one hour to reach there. This information shows that museum is located not too far from here. Even thought, for the author the transportation is not as issue since author has own transport to bring to travel there for working on project. This also might be a reason that why this museum has been chosen.

However, there are some barrier occur during visiting museum. The first and the main barrier is about transportation for those who do not have their own transportation which need to waiting for the bus which has very few routine and need to continue another bus in the city to reach the museum. This barrier motivate the author and support the author statement in continuing to develop website for museum for those who are not able to come to be able to refer to the website in getting knowledge from museum. There is one case which supposed by author support that if a student or visitor from university which located quite far from museum came to visit museum and at the end those students were not able to capture all information and knowledge from museum in limited time of visiting, this situation is the most suite for them to refer to museum website specially in gallery page of website for them to view the collection within the museum again. This way motivates them to learn because of its comfortable.

In conclusion, Author found many reason that enable author to choose this museum as a platform for developing bi language website for studying about how it support social learning. The main reason is about the audience of the study which focused on student specially international student since the museum is located not far from UTP

which has many international students and the transportation from here to museum is convenience so this museum is the most suitable for this study.

#### **4.1.2 Interview**

##### **➤ Pre-Interview with media manager of geology department.**

The interview was conducted in the purpose of gathering information about museum regarding about technology used for the museum specially the media which can be as a medium to enhance context of learning for society and to have a good connection with the staff from the museum. It was an honored that the author has been given the opportunity to interview media manager of ipoh geologi muzium which conducted on 3<sup>rd</sup> February 2013. After formal interview, there were many informal interviews which also related to gathering information and requirement needs.

The initial information which author needs to know is about the technology used in the museum specially the internet base which author found that museum use internet as main medium for communication within the organization but the website for museum itself is not yet available. The question which been asked by author also relate to the rate of significant of having museum website and from the opinion of staff was agree to have website since it indicate the standard of the museum and also it help museum to be able to provide full advantages to the society.

Author has got supported from the museum to continue with development of website and suggest to the staff that the website will be two language website which include English and Malay. This suggestion makes author got new information about the lack of visitors since not enough promotion. The officer also continues that the promotion of museum is not reaching to foreigners visitors.

During interviewing, the officers who guide me also tell me about the story of

locating the museum. The brief description about the history of museum is actually the collection of all mineral in the museum are from the experiment from the geology department. After the department has done with the experiment and list down the character of the rocks or mineral then those sample will be kept and for more efficiency the department decided to open museum to display those samples as knowledge for those who interested about geoscience.

Training will be provided for visitors who request from the museum but the application for training will be manually by sending email or fax to the museum. This cause time consume and lack of efficiency of using technology within the museum. Therefore one of requirement from museum is to have online training application form which applicant just key in the data and the data will be stored in the administration site in manageable content and soon the staff will respond to applicant according to the information filled by applicant side.

At the end of interviewing, author have got all pictures of collections and general information of museum and also took photos inside the museum to be as component in developing website later.

#### ➤ **Post-interview the officer in museum**

After the website has been developed, the author brought the work to display in the museum office for checking the officer satisfaction. During they were adventuring around the website, they seem interested and author have got the positive comment from them.

However in positive comment still have some negative feedback which needed to be improved. There were some parts of website that should be modified for meet the satisfaction of officer. However the problem has been solved.

During the demonstration, there were many questions have been asked by the officer and most of the question relate the how to be the administrator of website and if some problem or changing with the website who will take responsibility in updating

the website. This was the question which author could not answer at that time since the website was not uploaded into the real server yet. However at the end of project life cycle which will be during implementation phase, author decides to host the website to UTP server.

The interview was done within one hour and big thank you to all staffs in museum office that provide feedback which is going to positive one and it help author to have more power and more motivate to continue develop the website and author also got great support from them in completing the work.

➤ **Post- Interview with user (user testing)**

The audience who will act as users are from the staffs at the museum and also local and foreigner students from universiti teknologi petronas. After they have seen the website, most of them have the same feedback and same interaction which they seem interesting with the website and saying that the website will give huge advantages to the museum and also to visitors and they also agree that this website helps in enhancing context of learning to the society.

According to the observation from foreigner student, after the adventured through the website, they directly go to English version of website and start to look around and most of them said that why they never knew before that there is an interesting museum in Perak which they agree that they should not miss the chance to visit that. This observation and opinion from foreigner students make author know that by providing attractive picture and proper website has high power in promoting the website and the most important is English version of website which help to reach to foreign visitors.

### 4.1.3 Questionnaire

The questionnaire is designed to gauge the interaction of society toward the museum through website and how museum is significant in enhancing social learning as well as how multiple languages website involved in enhancing context of learning.

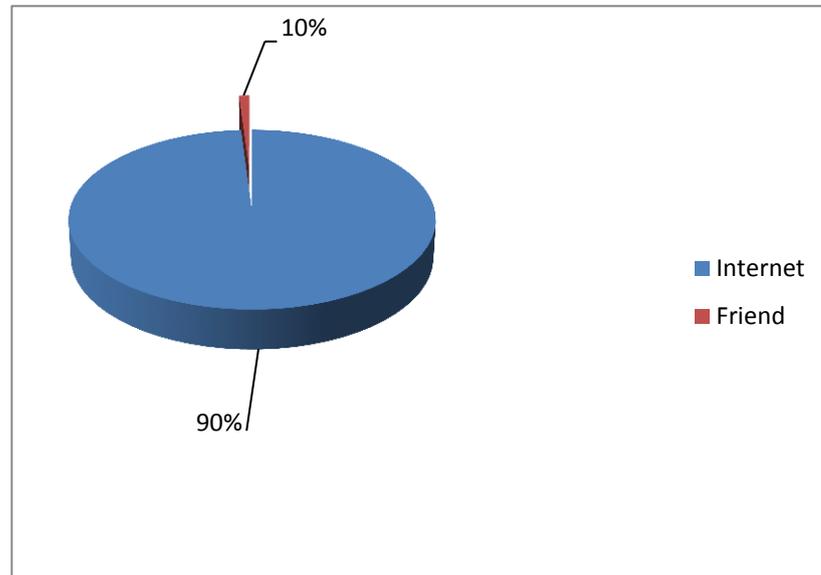
The survey questionnaire had been conducted from 4<sup>th</sup> of April until 8<sup>th</sup> of JunApril 2014, the questionnaire was distributed in an online form created using Google account while having facebook, e-mail and instant messenger as media delivered the questions to respondents. It also was distributed by hand at ipoh geologi muzium and also Universiti Teknologi PETRONAS.

The questionnaire consists of 14 questions which combined of giving rating and writing the suggestion in the form of essay. The rating part will be rated of the given statement by using Likert-style rating scale ranging from 1(Strongly disagree, never) to 5 (Strongly agree, Always). This type of rating range gives the possible rating analysis and wider possible result.

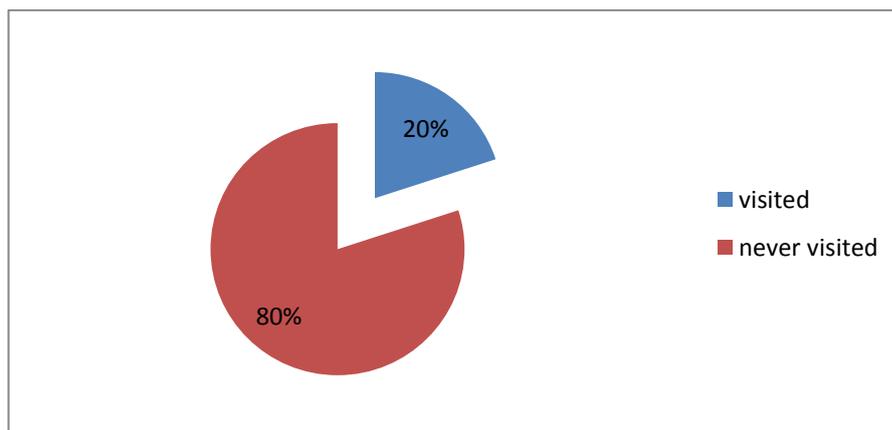
The first three questions ask about the personal information of respondents which include gender, local or foreigner, and the time period of staying in Malaysia. These question help author to differentiate the result according to the differently in each question such as gender, race and year of staying in Malaysia. The questionnaire will be distributed equally between local and foreigners but the gender of respondents is not fully considered. The third question ask about the period of staying here to for author to analyst the reason why they do not prefer to visit local museum if their answer in the fourth question is no.

According to the survey questionnaire which answered by foreigners students and minimize to the question which asks about have they visited local museum in

Malaysia and the rang of percentage of rating will be gauged based on the period of staying in Malaysia as can be seen in the pie chart below.



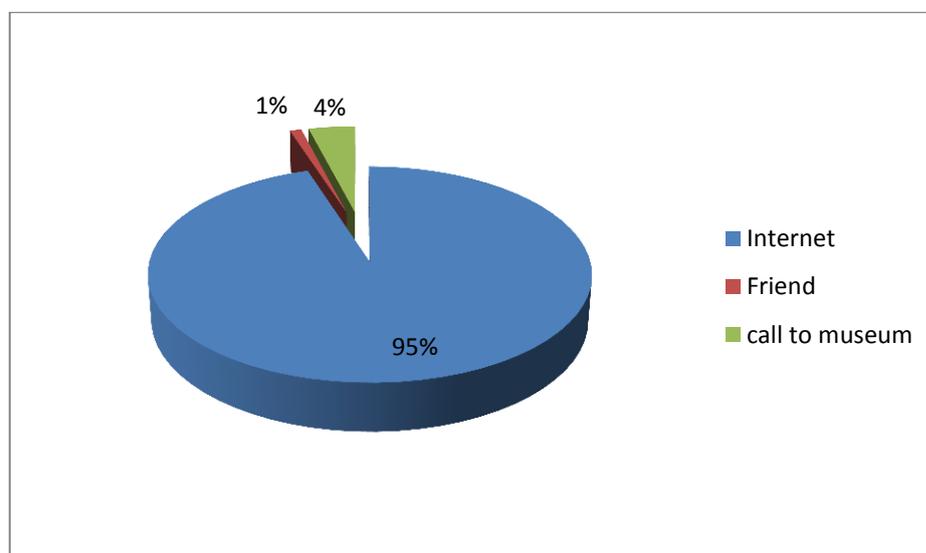
**Figure4.2:** represent the percentage of foreign students who have visited and not yet visited local museum and they have been stayed in Malaysia less than three years.



**Figure 4.3:** represent the percentage of foreign students who have visited and not yet visited local museum and they have been stayed in Malaysian more than three years.

From the two figures above indicate that the percentage of those who have been stayed in Malaysia less and more than three years and they have visited local museum which from they own willing to go no much different and it shows that foreign students do not interest with learning from museum. However from the survey, there were some feedback from students who never visited local museum mention that “I don’t know what museum do they have, and how much knowledge will they provide for me since I need to spend high cost for transportation to reach to the museum” and another respondents also give the similar reason and added more information that they feel not familiar with the welcome from local people and they cannot make sure that those museum provide English description for them.

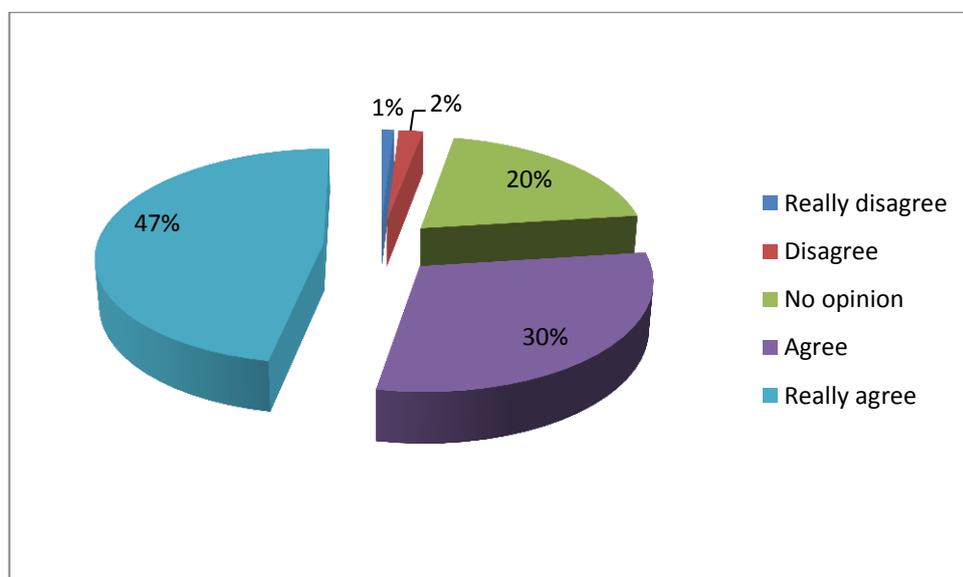
For the question six of questionnaire asks about the preferable way of gathering information if the respondent willing to visit museum. The pie chart below indicates the percentages of different choices that they prefer in gather information about museum.



**Figure 4.4:** Represent the parentage of different choices of the way to get the information about museum that respondent prefer.

According to figure 4.4 indicates that most of survey respondents prefer to search for information about museum through internet which have the highest percentage 95 percent. From this information, author becoming more confident in seeing the advantages of developing website for museum. However the respondents of survey are from many different countries so English version for website is very significant for reaching to foreign visitors and enhance them in learning about the society that they stayed. However some respondent has given the additional information that tourist service center can help them to search for information about how to get to a tourist place.

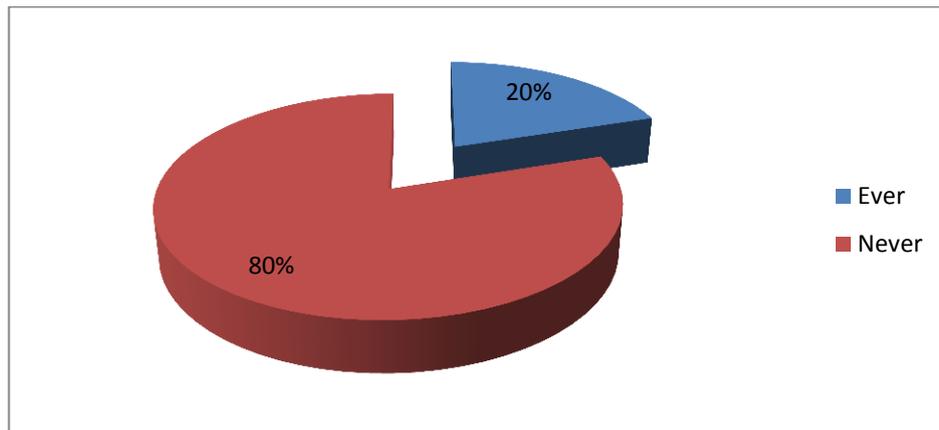
To know whether museum has a power in motivating questionnaire's respondent for learning or not, therefore question number 8 of questionnaire was asked about how much museum motivate in learning. The graph below shows the rank of data collected from questionnaire.



**Figure 4.5:** Shows the ranking of questionnaire responders about how much museum motivate in learning.

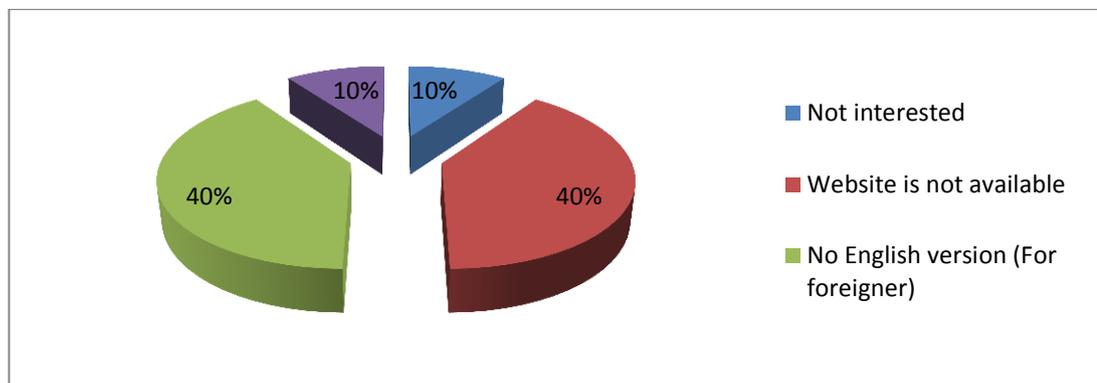
Pie chart indicates that 47% of respondents agree that museum has a power in enhancing social leaning and create learning of context into society. However there are few respondents do not agree with it and giving a reason that distance is a huge barrier for using museum as medium in supporting social learning.

For question nine asking about have the respondents ever search for local museum website for the purpose of learning through it.



**Figure 4.6:** Shows the percentage of respondents have searched and not yet searched for local museum website.

Pie chart indicates that 80% of respondents never think to search about museum website for learning. From this information author has enhanced it to another question to ask about the reason why they do not interested to use internet as medium for learning about museum.



**Figure 4.7:** Indicates the percentage of alternatives reasons make respondents do not search for local museum website.

From information of figure 4.7 illustrates that there are two main reason make respondents do not want to search for local museum website through internet. Those two reason support the objective of this project which to develop two language website for museum.

However, there is 20 percent of responder answer that they have searched for local museum website and there are three questions required for them to answer. There first question which is question number eleven asks that does the website provide English version. The pie chart below shows that percentage of English version available in the museum website.

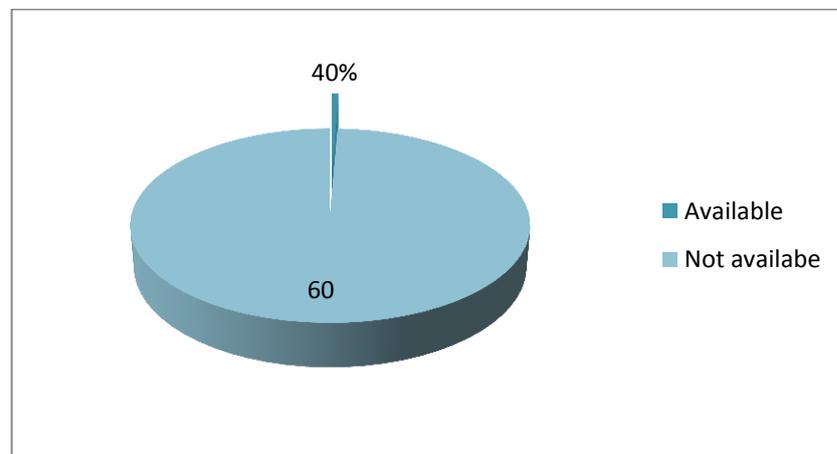


Figure 4.8: Shows the percentage of English version availability in local museum website.

From figure above shows that the higher percentage of unavailable English version in local museum website is higher that available. From this information, author can assume that without English version reduce the standard of website and it also reduces the interest of visitors.

For question number twelve ask about whether Bi language for museum involve in enhancing learning. Figure below represent the percentage of ranking which ranked by fifty responders.

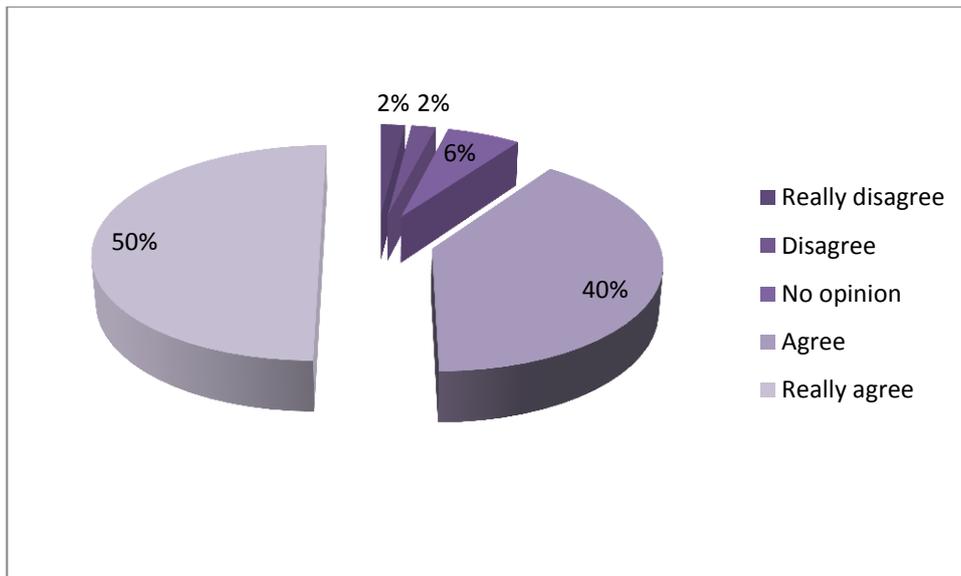


Figure 4.9: Shows the percentage of ranked by respondents about English version in museum website enhance in learning.

The figure above indicates that responders who used to searched for museum website and found there is English version in the website which seventy percent agree that providing English version help in enhancing learning lead to create context of learning in the society.

This question will implement the Likert Scale that helps in measuring the respondent's attitude toward the website mentioned, there are five scales and for the first one or strongly disagree, only 2% or 1 person responded to this scale thus total score is  $(1 \times 1) = 1$ ; For second scale which refer to disagree scale, there are 2% or 1 person respond to this scale the scale is  $(2 \times 1) = 2$ . For the third one is neutral which has 6% or 3 responders respond this scale, thus total is  $(3 \times 3) = 9$ . The forth scale is agree which has 40% or 20 responders choose this one and the scale is  $(4 \times 20) = 80$ . The last scale is strongly agree and 50% or 25 respondents respond this scale thus the scale is  $(5 \times 25) = 125$ . Estimated to mean value is  $M = (\text{overall total for each scale} / \text{overall responses}) \Rightarrow (1 + 2 + 9 + 80 + 100) / 50 = 3.84$  and its percentage is  $(3.84 \times 100 / 5) = 76.8\%$ . This calculation shows a positive lean up value towards agree scale

Table 4.2 Mean measure of respondent's agreeing toward using bi-language for museum website enhances social learning.

Item	Score					M(Mean Response /Item)	%
	Strongly disagree	Disagree	neutral	Agree	Strongly agree		
	1	2	3	4	5		
Agreeing toward using bi-language for museum website enhances social learning.	1	2	9	80	125	3.84	76.8

## 4.2 Design and Development

There are many stages involves during design and development phase.

### 4.2.1 Gather information at museum

Before going for create the website, information that needed to be include in the website must be ready. The information gathered from museum include taking photo of collection, asking for video from staff and noted some significant information such as contact number of person in charge who web visitor can contact and so on.

### 4.2.2 Editing Photo and Photoshop

To make website look attractive, photos in website should be attractive enough. Therefore photo taken from website needed to pass the process of editing by Photoshop css6.

### 4.2.3 Install Appserver

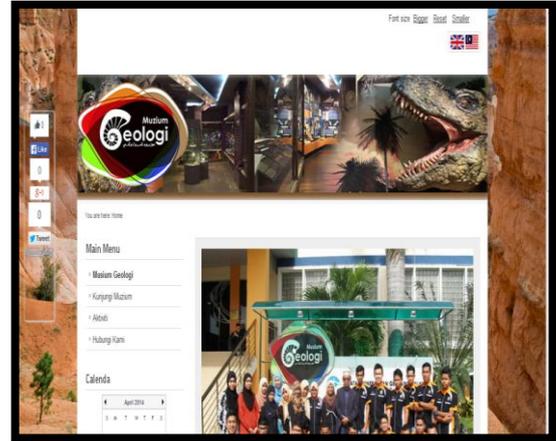
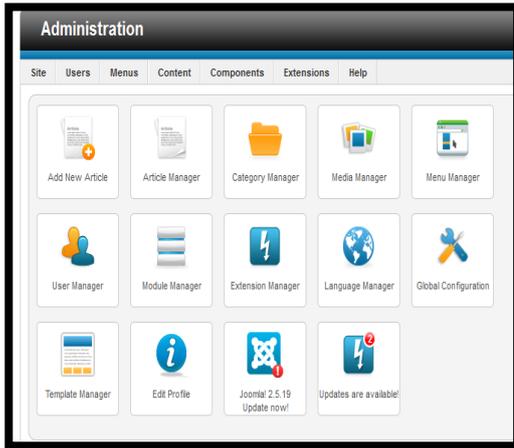
Since author will use Joomla in developing website therefore to install appserver is needed for Joomla web development tool.



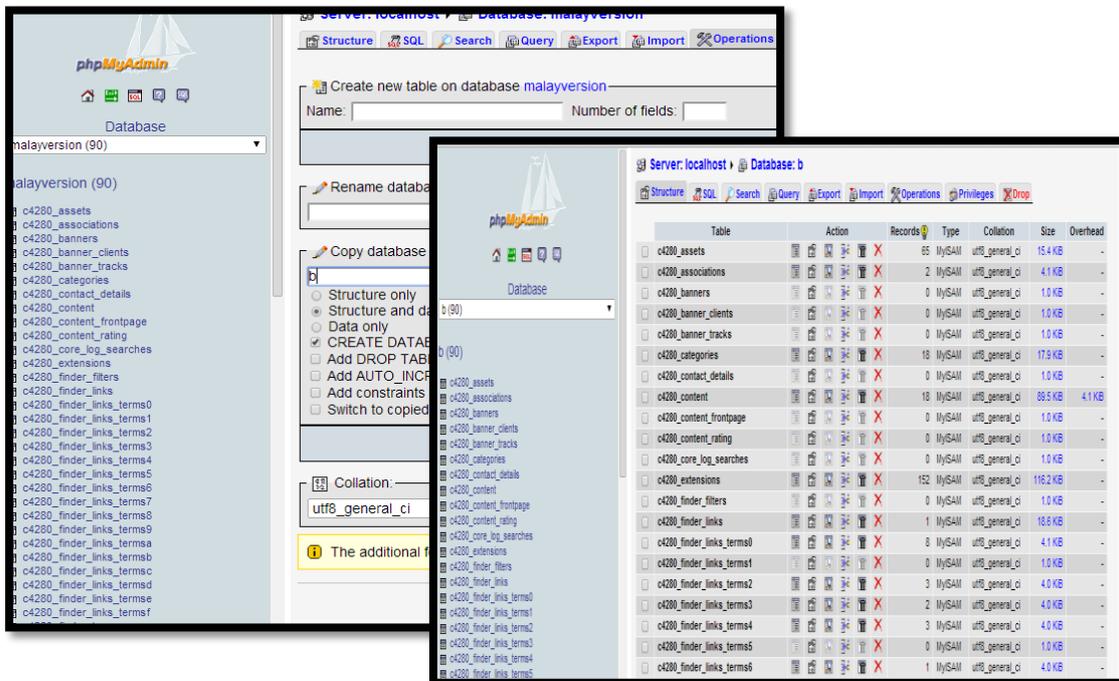
- Duplicate Malay version website and store in new database.

### 4.2.5 Choose the template and start develop Malay version

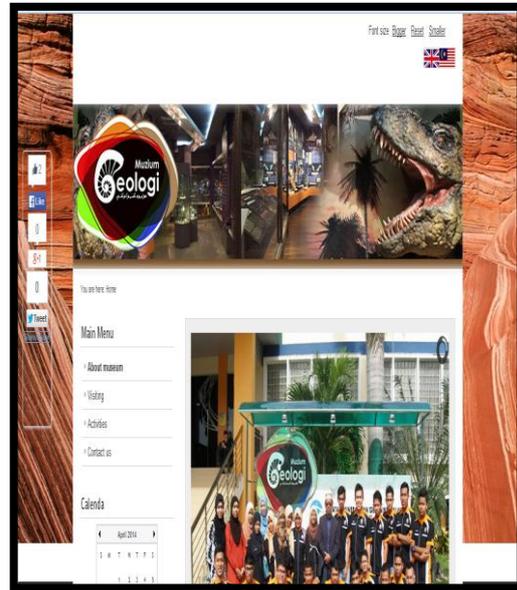
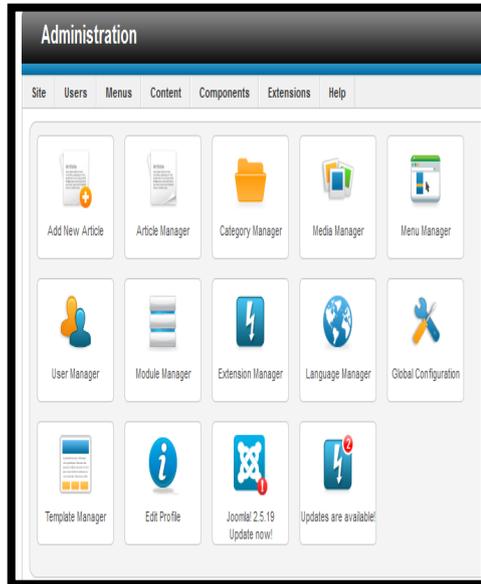
There are many templates available for Joomla user to choose. After deciding to choose template, user can edit from the template and adding diversify module and plug in which available to be downloaded from internet.



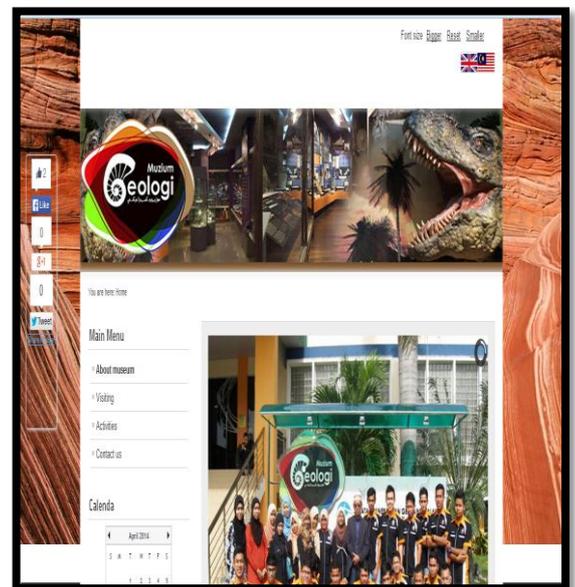
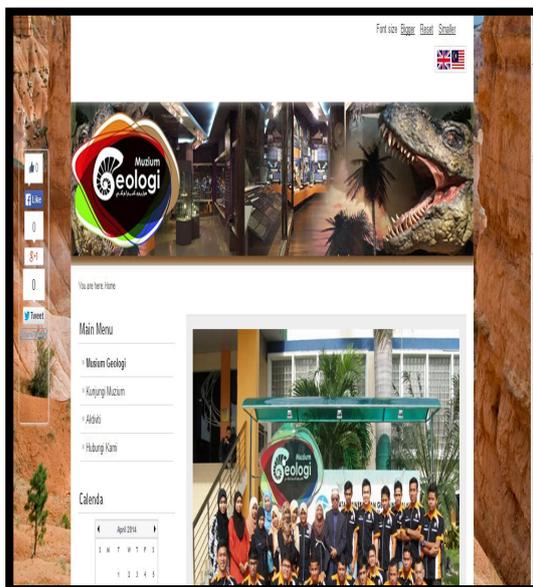
### 4.2.6 Duplicate Malay version database to create English version database



#### 4.2.7 Edit the duplicated website to English version.

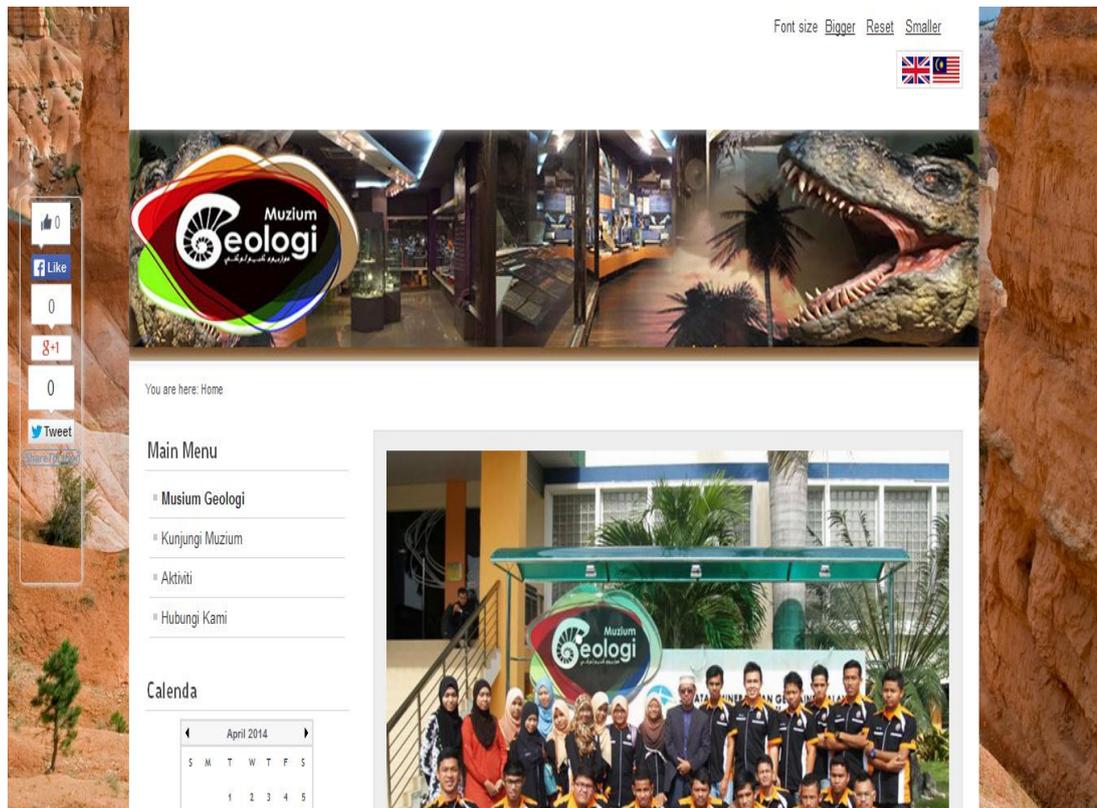


#### 4.2.8 Link both website together



### 4.3 Bi language website

According to objective one of this project is to develop bi language website for museum and the language chosen are English and Malay language. Here is picture of website main page which has been developed by author



### 4.4 Challenge

The main challenge happened to the author while author need to communicate with staff in the museum to collect information. Since author is foreigner so it would be quite difficult for author to adapt with the costume and culture of local people specially language in communicating. However, fortunately that author can speak local language; therefore the officers over there feel familiar and hospitality.

Another challenge is to choose joomla as a tool in developing website. Since author does not have experience in using joomla before. At the beginning, author felt lost

and just refer to the book and online course such as youtube. However, author still feel not clear with the study so author decide to take joomla course for one day include 8 hours. After taking the course, Author become clear and able to create website.

## **4.2 Discussion**

From finding above which got from survey represent some discussion topic started from conduct questionnaire to support development of bi language for museum website. Since Museum has become a place which is very significant in creating context of learning into society but still there are some factors that make museum become uninteresting place among students especially international students or even foreigner. From the survey found that many museums do not have their own website and even some of museum that have website but do not provide multi lingua version. Apart from that, the survey also indicates that many people prefer to refer to internet in searching the information about museum when they are willing to visit it. This shows that internet is powerful medium and very big search engine and in this world of technology, we should take the chance in taking benefit for using internet as a medium of learning tools in order to enhance social learning to the society.

There are many schools or even universities that conduct a visit to the museum and after students went back to university, it has a very high possibility that students will leave the knowledge behind without refreshment. In this case, it would be better for students to refresh the knowledge by referring to the museum website. However, there are many universities that have international students; therefore English version is very significant.

Obviously indicating that local museum or museum in Malaysia still lack of attractive tools in calling visitors to visit since they are not using the technology efficiently. One of effective tools in making museum is a place where can be considered as a power of social learning is media of museum and website for museum is one of significant way in promoting museum to society in order to enhance social learning.

## CHAPTER 5

### CONCLUSION AND RECOMMENDATION

#### 5.1 CONCLUSION

Museum website is able to create a context of learning to society by providing significant information through website. However English version is needed to be included in the website to reach to foreign visitors especially foreign students who are studying in Malaysia. User friendly is one of the main thing which needed to be considered in arranging the content of website. By having good content and supported by English version for website helped a lot in motivate people to see the important of museum and to take a museum as a class room for learning and website for museum act as online classroom for those who are willing to get the knowledge about museum can refer and this obviously indicate that bi language website is significant in persuading people to learn from museum and this learning can enhance or create social learning into society.

Throughout the semester, working on Final Year Project I (FYP I) by student is achieved the goal wherein the thorough study of significant principle, related theories, reviewing the papers that have been studied by several researchers, as to gain knowledge, improve skills, and deeply understanding all the relevant subjects have been performed, in order to build the ability of performing the actual experiment and the capability of having critical analysis skills which will be further used in the Final Year Project II (FYP II).

Hopefully experiences that I have got from this project will enable me to become more professional in working in a real work place by applying all lesson learn and also knowledge.

### **5.3 RECOMMENDATION**

From the beginning of phase till the last phase, the objective of project has been met. However there are many part which needed to be improves in future chance and author would focus more on the questionnaire part which still lack of coverage of information that required for analyze. Another part that should be recommended is development phase since author is new Joomla user so the website is not really perfectly developed. However this project is considered as the basic which will be as foundation for author in use this experience for future improvement.

### **5.4 LIMITATION**

I creating bi language website, author need to duplicate database of Malay website first and change the content to English version and tis way is not efficient for one who want to develop multi language since one need to change the content or the information in the website manually. Since the tool that author used for developing this website is joomla 2.5 and the function is not efficient enough in responding the need of developer to let the program automatically translate the content of website.

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# APPENDIX

## Appendix A: Survey questionnaire

### Survey questionnaire

This questionnaire is designed to gauge the interaction of society toward the museum through website and how museum is significant in enhancing social learning as well as how multiple languages website involved in enhancing context of learning.

1. Please select the gender  
Male   
Female
2. You are local student or foreigner  
Local   
Foreigner (please answer question 3)
3. How long you have been in Malaysia  
Less than 1 year   
1 to 3 tears   
More than 3 years
4. Do you like to visit museum  
Yes   
No
5. Have you ever visited local museum  
Yes   
No
6. Before you visited museum, From where you gather the information about museum  
Internet   
Friend   
Call to the museum   
Others.....
7. Do you satisfy with the knowledge provided by museum  
Really not satisfy   
Not satisfy   
Satisfy   
Very satisfy

8. Do you agree that museum has a power in motivating for social learning

- Really disagree
- Disagree
- No opinion
- Agree
- Really agree

9. Have you ever search for museum website through internet?

- Never (please answer question 10)
- Yes (please answer question 11)

10. Why you never search any local museum website?

- Not interested
- Some museum, website is not available
- It does not provide English version (For foreigner)
- Others.....

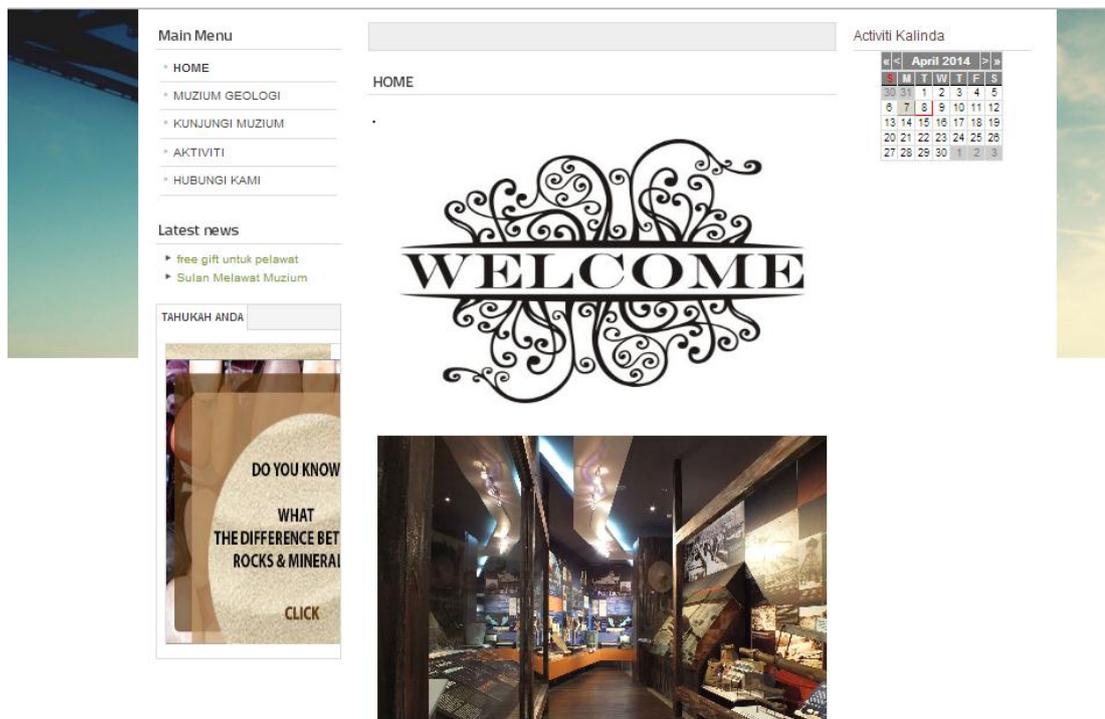
11. Does the website provide English version

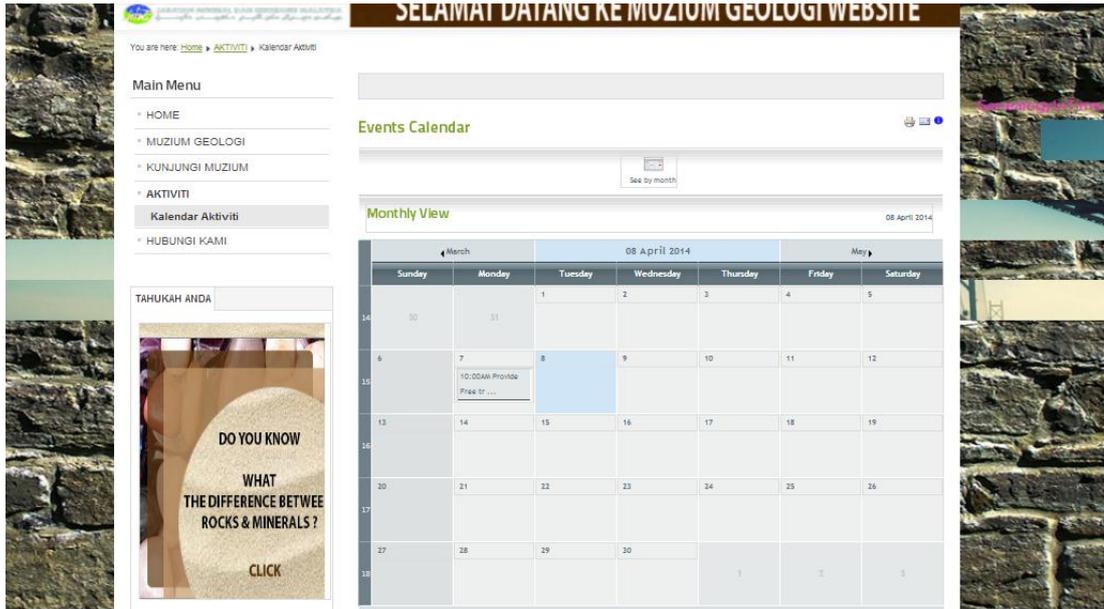
- Yes
- No

12. Does multiple languages for museum involve in enhancing you for learning?

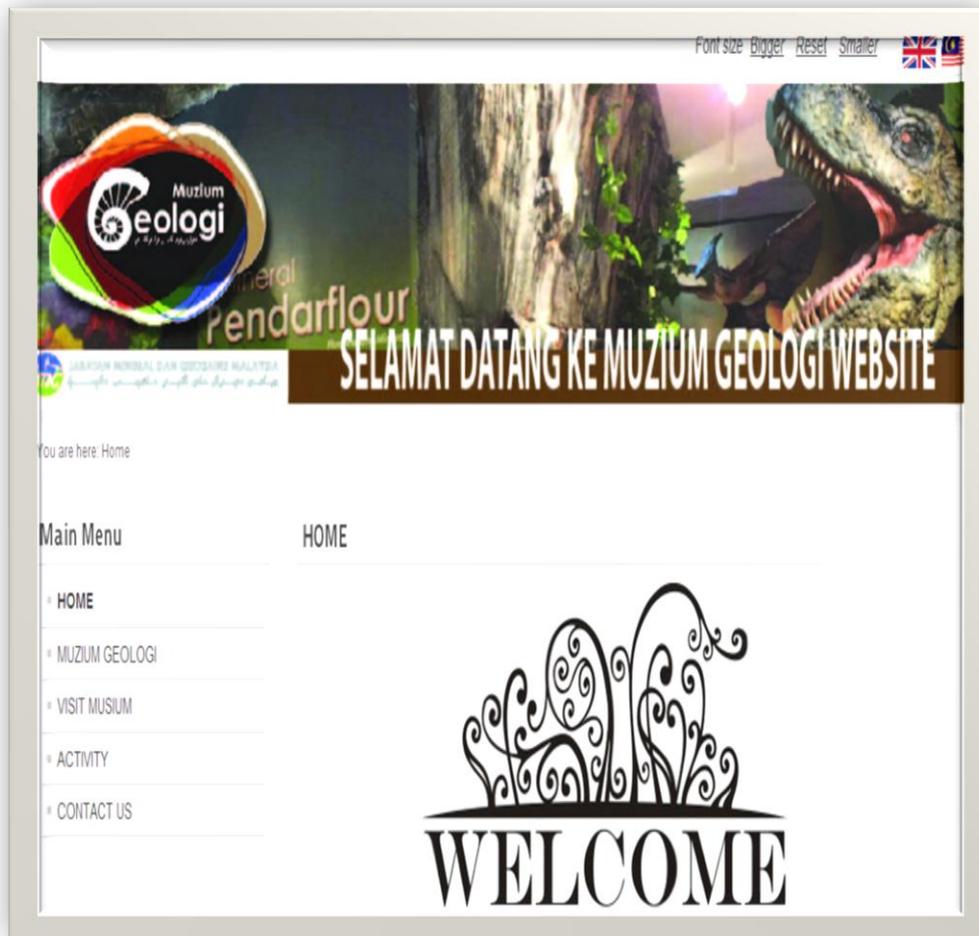
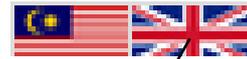
- Strongly disagree
- Disagree
- Neuter
- Agree
- Strongly agree

## Appendix B: Images that shows the view of website





Font size [Bigger](#) [Reset](#) [Smaller](#)



## Appendix C: General information about museum

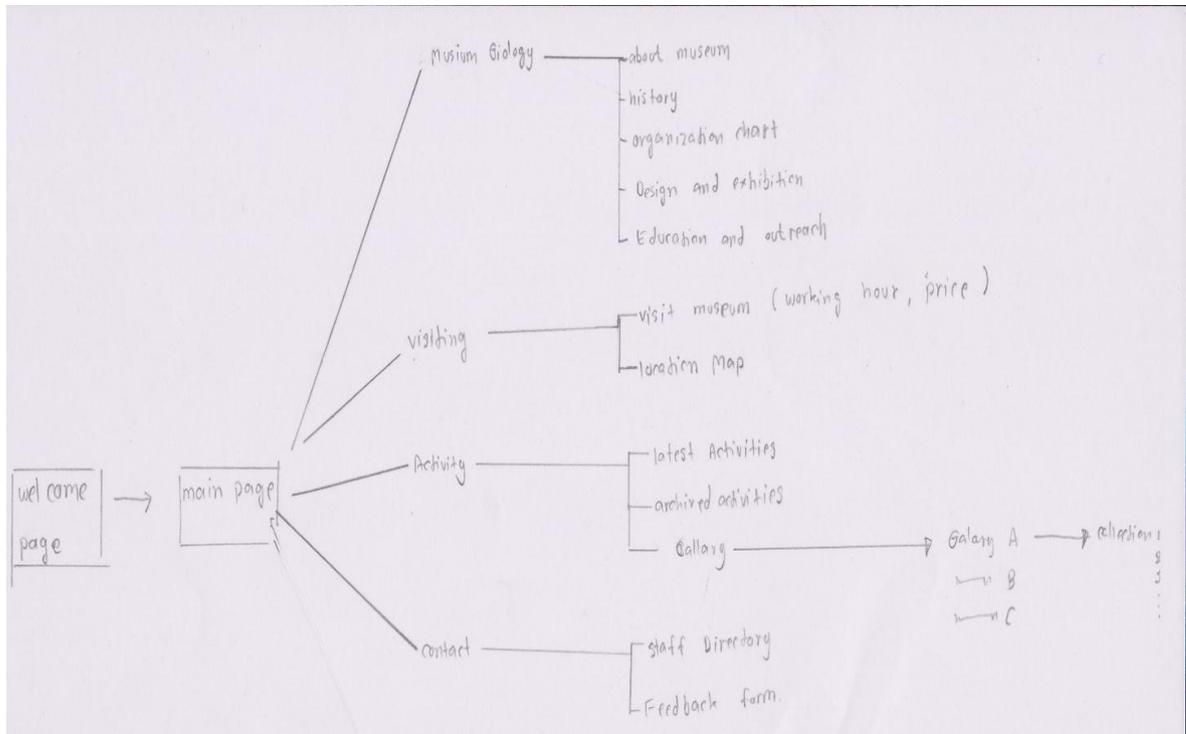
(Front page)

 <p><b>Muzium Geologi</b> JABATAN MINERAL DAN GEOSAINS MALAYSIA جواناوان موزاوان دان جواواناوان مالاواناوان</p>	<p>Pernahkah terlintas dalam fikiran anda berapakah usia Bumi? Adakah anda ingin menerokai pelbagai khazanah geologi bumi kita yang tersembunyi? Lawati Muzium Geologi Jabatan Mineral dan Geosains Malaysia untuk mengetahui dengan lebih lanjut.</p>	<p><i>Ever wondered how old planet Earth was? Would you like to uncover an amazing array of hidden geological treasures of our Earth? Then visit the Geological Museum of the Minerals and Geoscience Department Malaysia to discover more.</i></p>										
	<p><b>Pengenalan</b> Muzium Geologi ditubuhkan pada tahun 1957 dengan perletakan batu asas bangunan oleh Raja Muda Perak, Raja Idris Shah Ibnu Almarhum Sultan Iskandar Shah. Muzium ini merupakan sebahagian daripada kompleks Jabatan Mineral dan Geosains dan memainkan peranan penting sebagai pusat pembelajaran dan pendidikan geologi dan geosains di negara kita.</p>	<p><b>Introduction</b> The Geological Museum was first established in 1957 when Raja Idris Shah Ibnu Almarhum Sultan Iskandar Shah, the Raja Muda of Perak officially laid the foundation stone of the building. The Museum forms part of the Minerals and Geoscience Department's Complex and plays an important role as a learning and education centre for geology and geosciences in the country.</p>										
<p><b>Waktu Melawat / Visiting Hours</b></p> <table border="1"> <tr> <td>Isnin hingga Khamis (Monday to Thursday)</td> <td>08.30 am - 12.30 pm 02.00 pm - 05.00 pm</td> </tr> <tr> <td>Jumaat (Friday)</td> <td>08.30 am - 12.00 pm 03.00 pm - 05.00 pm</td> </tr> <tr> <td>Sabtu &amp; Ahad (Saturday &amp; Sunday)</td> <td>09.00 am - 05.00 pm</td> </tr> <tr> <td>Hari Kelepasan Am (Public Holidays)</td> <td>Tutup Closed</td> </tr> <tr> <td>Bayaran Masuk (Entrance Fees)</td> <td>Percuma Free Admission</td> </tr> </table> <p>Alamat: Jabatan Mineral dan Geosains Malaysia (Address) Jalan Sultan Azlan Shah, 31400 Ipoh, Perak. Telefon: 05-540 6000 Faks: 05-540 6100</p>	Isnin hingga Khamis (Monday to Thursday)	08.30 am - 12.30 pm 02.00 pm - 05.00 pm	Jumaat (Friday)	08.30 am - 12.00 pm 03.00 pm - 05.00 pm	Sabtu & Ahad (Saturday & Sunday)	09.00 am - 05.00 pm	Hari Kelepasan Am (Public Holidays)	Tutup Closed	Bayaran Masuk (Entrance Fees)	Percuma Free Admission	<p><b>Galeri Muzium</b> Melangkah ke dalam Muzium Geologi dan anda akan kagum dengan rekabentuk dan susunatur yang menarik. Ruang pameran Muzium dibahagikan kepada tujuh zon A hingga G dengan jalan cerita yang mudah difahami untuk menambah pengetahuan geologi anda. Jalan cerita bermula dengan struktur dan ciri-ciri geologi bumi, sejarah bumi, pameran pelbagai spesimen geologi, kegunaan, perlombongan dan eksplorasi mineral, dan diakhiri dengan cerita bagaimana geologi dapat menyumbang kepada kekayaan dan kesejahteraan manusia.</p>	<p><b>Museum Gallery</b> Walk into the Geological Museum and be pleasantly amazed with the impressive state-of-the-art design and layout of the Museum. The exhibition hall is thematically divided into seven zones A to G with an easy-to-understand storyline to enrich your thoughts on geology. The storyline begins with the structure and geological features of planet Earth, pageant of Earth history, display of various geological specimens, uses, mining and exploration of minerals, and finally ending the story with how geology can contribute towards the wealth and well-being of Mankind.</p>
Isnin hingga Khamis (Monday to Thursday)	08.30 am - 12.30 pm 02.00 pm - 05.00 pm											
Jumaat (Friday)	08.30 am - 12.00 pm 03.00 pm - 05.00 pm											
Sabtu & Ahad (Saturday & Sunday)	09.00 am - 05.00 pm											
Hari Kelepasan Am (Public Holidays)	Tutup Closed											
Bayaran Masuk (Entrance Fees)	Percuma Free Admission											
<p><b>Lawatan berkumpulan (Group visits):-</b></p> <ul style="list-style-type: none"> <li>● Sila majukan permohonan kepada (Please forward application to):- Pegawai Perkhidmatan Teknikal, Jabatan Mineral dan Geosains Malaysia, Ipoh, Perak. atau (or);</li> <li>● Memohon atas talian di (Apply online at): <a href="http://www.jmg.gov.my">http://www.jmg.gov.my</a></li> </ul>	<p><b>Koleksi</b> Muzium Geologi mengumpulkan koleksi unik pelbagai jenis fosil, batuan, mineral, batu permata berharga dan separa-berharga dari dalam dan luar negara. Muzium ini juga mempamerkan beberapa sampel kasiterit (bijih timah) menarik yang ditemui dalam lombong timah di Lembah Kinta, Perak disamping diorama pelbagai kaedah melombong bijih timah yang kini kekal sebagai warisan negara. Model dan ilustrasi grafik 3-D berkenaan sumbangan geologi kepada pembinaan infrastruktur utama, pembangunan sumber air tanah dan promosi warisan geologi Malaysia sebagai produk pelancongan juga dipaparkan di dalam muzium ini.</p>	<p><b>Collection</b> The Geological Museum brings together a diverse and unique collection of fossils, rocks, minerals, precious and semi-precious gemstones from within and outside the country. The Museum also showcase some of the finest cassiterite (tin ore) samples found in the rich tin fields of the Kinta Valley, Perak and a diorama of different tin mining methods which now remains a legacy of the country. Illustrative 3-D graphics and models on the contributions of geology for major infrastructure construction, development of groundwater resources and the promotion of Malaysia's rich geological heritage as a tourism product are also highlighted in the Museum.</p>										

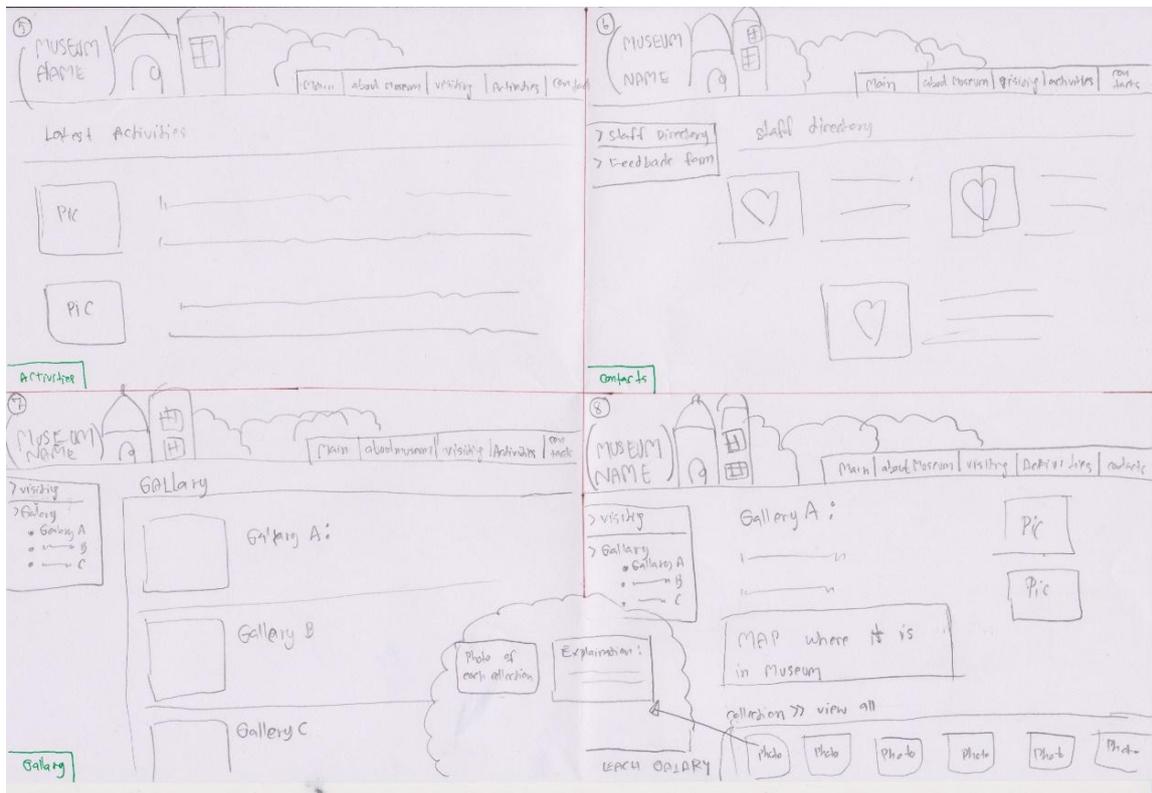


## Appendix D: The designed prototype of website

Picture: how over all content of website's map



Picture: Show the design of website



## Appendix e: presentation poster



UNIVERSITI  
TEKNOLOGI  
PETRONAS

# Using Bi-language for museum website

Prepared by: Niyusro Japakeeya  
Information and communication Technology  
Supervised by: Dr. Suziah Bt Sulaiman

### BACKGROUND STUDY

- Museum is a place that provide knowledge and promote context of learning to society
- . Developing website for museum can be as a medium for people to get general information and knowledge from museum
- There are many advantages in using Multi language for website which including enhance context of social learning .

### PROBLEM STATEMENT

- Most of the local museum websites does not provide multi lingua website especially English version , cause restricting in reaching out to foreign visitor. w

### OBJECTIVES

- To develop website in bi-languages which are English and Malay language for a local museum
- To investigate the extent in which multiple languages assist in enhancing / encouraging social learning
  - To determine whether museum is important for social learning.

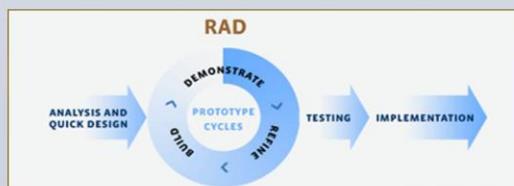
### SCOPE OF STUDY

- Focus on two language which are Malay and English
- Website is developed only for museum Geologi Mezium, Ipoh, Perak.

### LITERATURE REVIEW

- Kennedy, A. (2011) suggest that Schools need to learn to take full advantage of museums , the collections and expertise of world-class museum sector should be at the heart of educational experience, not side-lined
- The number of young teens online will continue to grow. The specific features of the Internet have created a new medium for teaching and learning. Students can make use of the Internet t for multi purpose.
- It is a good idea to make sure that you have a multi-language website since it provide a lot of benefit (Coward, E).

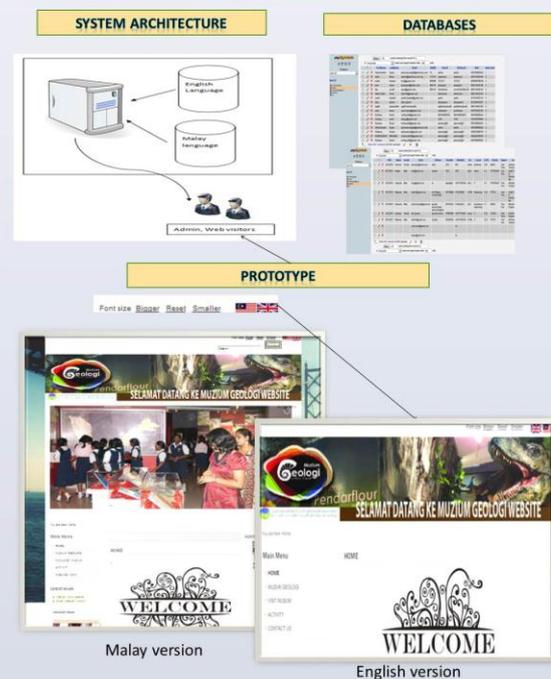
### METHODOLOGY



### INTERVIEW

- Training online application form is needed to be included in the website
- Website is required to provide over all information about museum and pictures of collection.

### RESULTS & FINDINGS



### FUTURE WORK

- Finding whether bilanguage website improve context of social learning.
- Finding whether bi language website can be medium of learning .

### ACKNOWLEDGEMENT

Utmost gratitude to:

- Dr Suziah, Project supervisor
- Staff, Officers at Geologi Muzium.
- Students of Universiti Teknologi PETRONAS

# Using Bi language for museum website

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## ABSTRACT

*Museum is a place or institution which collects, organizes, displays, protects and preserves the national heritage, promotes the history and culture as well as delivers knowledge to public. Website for museum will be as medium for people to get general information such as working hour, activities, location and so on and the website also provide information which considered as a main purpose that people want to visit museum, it is the information about galleries and collections of museum. There are many advantages in using multiple language in website such as to increases trust of visitor, being as a base for accessing information by wider group of visitor specially foreigner. The study also find out that museum is effective place in enhancing social learning and multi lingua website is a factor in promoting context of learning into society.*

## I. INTRODUCTION

Social learning theory is a perspective that states that people learn within a social context. Many researchers found that behavior of people is mostly up to the environment that they live. It can be more interpreted that good social provided will lead to good behavior of people who live within that kind of environment.

Museum is a good place and contains a lot of advantages and I have realized that it can be one of the best tools to create social of learning in our society. To promote museum, strategy is needed and developing website for museum is a good strategy in order to be reached by global society. Website itself must provide many languages especially English language which considered as a main language of

this world in order to gain more reach wider group of people and to encourage social learning.

Most of local museum in Malaysia do not provide website and even some of them that have website but English version is not available in the website and this cause the restricting out to foreigner visitor specially university student.

There for the purpose of this study is to develop website in bi-languages which are English and Malay for a local museum and to investigate the extent in which multiple languages assist in enhancing / encouraging social learning

## II. LITERATURE REVIEW

### 1. The importance of museum

Kennydy, A. (2011) suggest that Schools need to learn to take full advantage of museums The collections and expertise of our world-class museum sector should be at the heart of educational experience, not side-lined [1]. Apart from that there are many advantages of visiting museum, colleendilen has mentioned about 10 advantages of visiting museum and one of it is museum provides an effective way of learning which Museums are examples of informal learning environments, which means they are devoted primarily to **informal education**

### 2. Internet Based Communication for Museum

Quote to MacDonald and Alsford (1997), he has said the museum cannot remain far away from the

technology trends for not to lose the audiences or visitors [6]

Researcher's members of the public school, university and museum staff should make a study about museum to find out the way of taking advantage from museum effectively and efficiently museum [7]

### 3. Definition of multi-lingual website

A multi-lingual website is a website where the content is written in more than one language. The information displayed in different languages is often the same, but maybe but it may be different in term of audience (Coward, 2010) [9].

### 4. The Importance of multi-language website

Because there are more people who speak a language other than English, it is a good idea to make sure you have a multi-language website [ 10]

### 5. Sample of two language website in Malaysia

Museum Negara is as Example museum that provide bi language website for visitors. There are two languages which are English and Malay.

### 6 Top ten best design for museum website

Chayka. K (2012) ranked top ten best museum website judged base on the creativity of design. Picture below show the main page of best website. [12]

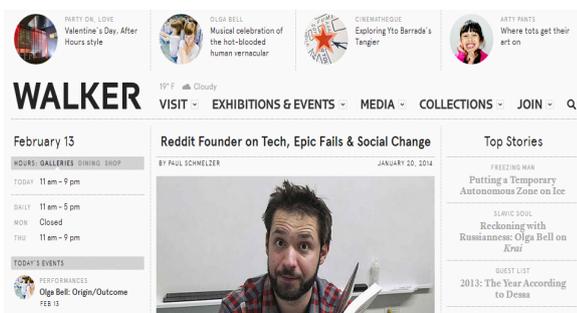


Figure 1: The main page of the best museum website

### 7 Involving of HCI in designing website

Arnold,C. (2011) have described the way in multilingual website design for beginning to part 5 by dividing the power should be considered colored text and symbols domain content and navigation [13].

## III. METHODOLOGY

Waterfall model has been chosen to be as a methodology for the progress of project. The waterfall model is a sequential design process, often used in software development processes, in which progress is seen as flowing steadily downwards (like a waterfall) through the phases of Conception, Initiation, Analysis, Design, Constructi - on, Testing, Production/ Implementation, and Maintenance.

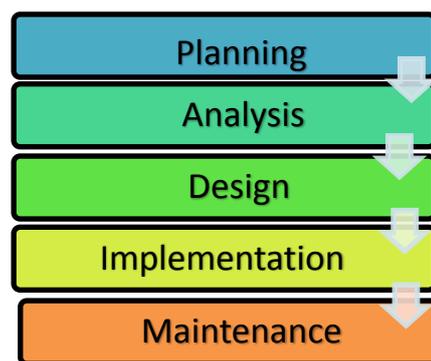


Figure 2: Water Fall model

### Planning

Title of project has been approved by supervisor and bi-language website for museum has been chosen as title for this project.

### Analysis

Gathering information from museum and analyze the information for dividing into group. Information from research, article, and book and also survey are also gathered for determine the interest of community and the enhancement of web developing tool and design.

### Design

This phase describe how the proposed system is to be built. The design is specific to the technical

requirements the system will be required to operate in and the tools used in building the system. The purpose of design is to create a blueprint for the new system that will satisfy all document requirements. There are many online template for building blueprint of website on it.

In this phase, website will be developed by combining all information and embedded it in the site by following the blueprint which has been created. Tools in developing will be used in this phase.

**Testing**

The completed website will be tested by audience of study which include staff in museum and also UTP student

**Required tools**

☉ *Soft tools*

HTML, CSS, Java scripts, Dreamweaver : Internet programming languages and software used in creating a Web site for the museum.

☉ *Hardware*

Computer, Camera (Cannon 100D, speed light), Recorder (To record narrators)

museum specially the media which can be as a medium to enhance context of learning for society and to have a good connection with the staff from the museum. And another interview is post interview in the purpose for testing the prototype by museum officers

a) Pre-interview: The initial information which author needs to know is about the technology used in the museum specially the internet base which author found that museum use internet as main medium for communication. The question which been asked by author also relate to the rate of significant of having museum website and from the opinion of staff was agree to have website since it indicate the standard of the museum and also it help museum to be able to provide full advantages to the society.

b) Post interview: The audience who will act as users are from the staffs at the museum and also local and foreigner students from universiti teknologi petronas. After they have seen the website, most of them have the same feedback and same interaction which they seem interesting with the website and saying that the website will give huge advantages to the museum and also to visitors and they also agree that this website helps in enhancing context of learning to the society.

**IV. RESULTS & DISCUSSION**

A) *Results & Findings*

1. *Museum visited*

Muzium geologi is a place where enable information about geoscience located in Ipoh, Perak. The museum is organized under a department of geoscience office government. Apart from that, this museum has been visited by high school, university as well as the professional people which indicate that it has high probability in enhancing social learning. Author found many reason that enable author to choose this museum as a platform for developing bi language website for studying about how it support social learning.

2. *Interview*

There are two interviews that have been conducted include pre-interview in the purpose of gathering information about museum regarding about technology used for the

3. *Questionnaire*

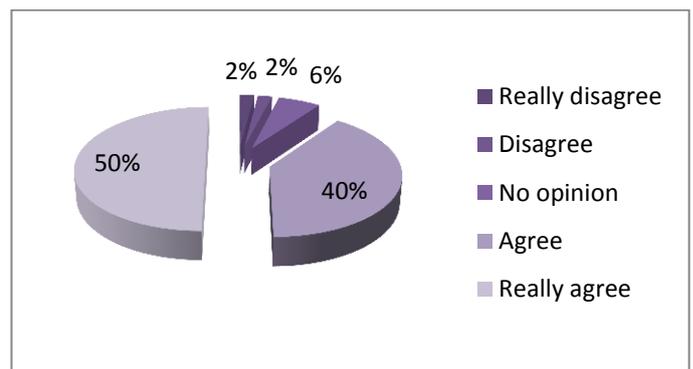


Figure 4.9: Shows the percentage of ranked by respondents about English version in museum website enhance in learning.

The figure above indicates that responders who used to searched for museum website and found there is English version in the website which seventy percent agree that providing English version help in

enhancing learning lead to create context of learning in the society. This question will implement the Likert Scale that helps in measuring the respondent's attitude toward the website mentioned, there are five scales and the following table indicates the result which represent in percentage.

**Table 4.2** Mean measure of respondent's agreeing toward using bi-language for museum website enhances social learning.

Item	Score					M(Mean Response /Item)	%
	Strongly disagree	Disagree	neutral	Agree	Strongly agree		
	1	2	3	4	5		
Agreeing toward using bi-language for museum website enhances social learning.	1	2	9	80	125	3.84	76.8

There are many stages involves during design and development phase.

**Gather information at museum**

Before going for create the website, information that needed to be include in the website must be ready. The information gathered from museum include taking photo of collection, asking for video from staff and noted some significant information such as contact number of person in charge who web visitor can contact and so on.

**Editing Photo and Photoshop**

To make website look attractive, photos in website should be attractive enough. Therefore photo taken from website needed to pass the process of editing by Photoshop css6.

**Install Appserver**

Since author will use Joomla in developing website therefore to install appserver is needed for Joomla web development tool.

**Install Joomla version 2.5**

Author decides to use version 2.5 since it is a stable version.

**Choose the template and start develop website**

There are many templates available for joomla user to choose. After deciding to choose template, user can edit from the template and adding diversify module and plug in which available to be downloaded from internet.

*5. Discussion*

From finding above which got from survey represent some discussion topic started from conduct questionnaire to support development of bi language for museum website. Since Museum has become a place which is very significant in creating context of learning into society but still there are some factors that make museum become uninteresting place among students especially international students or even foreigner. From the survey found that many museums do not have their own website and even some of museum that have website but do not provide multi lingua version.

Apart from that, the survey also indicates that many people prefer to refer to internet in searching the information about museum when they are willing to visit it. This shows that internet is powerful medium and very big search engine and in this world of technology, we should take the chance in taking benefit for using internet as a medium of learning tools in order to enhance social learning to the society.

There are many schools or even universities that conduct a visit to the museum and after students went back to university, it has a very high possibility that students will leave the knowledge behind without refreshment. In this case, it would be better for students to refresh the knowledge by referring to the museum website. However, there are many universities that have international students; therefore English version is very significant.

Obviously indicating that local museum or museum in Malaysia still lack of attractive tools in calling visitors to visit since they are not using the technology efficiently.

One of effective tools in making museum is a place where can be considered as a power of social learning is media of museum and website for museum is one of significant way in promoting

museum to society in order to enhance social learning.

## V.CONCLUSION & RECOMMENDATION

Museum website is e able to create a context of learning to society by providing significant information through website. However English version is needed to be included in the website to reach to foreign visitors especially foreign students who are studying in Malaysia. User friendly is one of the main things which needed to be considered in arranging the content of website. By having good content and supported by English version for website helped a lot in motivate people to see the important of museum and to take a museum as a class room for learning and website for museum act as online classroom for those who are willing to get the knowledge about museum can refer

From the beginning of phase till the last phase, the objective of project has been met. However there are many part which needed to be improves in future chance and author would focus more on the questionnaire part which still lack of coverage of information that required for analyze. Another part that should be recommended is development phase since author is new Joomla user so the website is not really perfectly developed. However this project is considered as the basic which will be as foundation for author in use this experience for future improvement.

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