

Mobile System for Learning Arabic as a Second Language

by

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Dissertation submitted in partial fulfilment of
the requirements for the
Bachelor of Technology (Hons)
(Information Communication Technology)

SEPTEMBER 2012

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CERTIFICATION OF APPROVAL

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A project dissertation submitted to the
Computer and Information Science Programme
Universiti Teknologi PETRONAS
In partial fulfilment of the requirement for the
BACHELOR OF TECHNOLOGY (Hons)
(INFORMATION COMMUNICATION TECHNOLOGY)

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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.

NURNAZIHAN BINTI AZIZ

ABSTRACT

Due to the less exposure of Arabic language in nowadays life, it is reported that the existence of the script is fading from time to time. Based on the studies made among young children, the findings show that one of the main reasons why children are not interested in learning the language is because of the current way of learning the language does not captivating in children's eyes. The paper proposed an android mobile based application to teach Arabic language. The aim is to develop an android mobile based application that will help children learn Arabic language interactively. Rapid Application Model (RAD) is used to develop this project and a working prototype is expected at the end of this project. This document will attempt to explain the potential of an android mobile game application in helping the process of Arabic language learning among young children. The literature review covers children learning style, as well as current Arabic language learning style. There is also the usage of courseware in children's learning process; mobile learning as well as edutainment approached was also discussed in that section. The project activities and stages are discussed and expected outputs for each stage was listed in Chapter 3. Project's findings from the interviews as well as research are also discussed in Chapter 4. Finally, future works and recommendations were explained in Chapter 5.

ACKNOWLEDGEMENT

Alhamdulillah to Allah, the Most Gracious and Most Merciful.

Throughout the course of the project, many people should deserve credit for their support and encouragement towards the success of this project. There are many people behind the scene whose contribution, either directly or indirectly have helped in many aspects. Without their help, inspiration and delightful ideas provided, this project may never be up to this stage or further.

Firstly the author wants to express her gratitude towards her supervisor, Mr Saipunidzam Bin Mahamad for his true guidance and support throughout the entire development of project. As a supervisor, Mr Saipunidzam has shows his credibility in organizing and coordinating students. He also plays a vital role in supplying the author with a clear picture and in clarifying the author how the project must be managed and what is the report required. The author really appreciates his patience and diligence in the supervision job.

Secondly a token of appreciation to all the teachers and students that have contribute to develop this project.

Special thanks to author's parents, Aziz Bin Diman and Hamidah Bte Mohsin, friends and siblings for their love, support and encouragement. Special thanks to Mr Fazrul Reza for the guidance to develop this project technically.

Finally, the author would like to thanks all her colleagues who have contribute directly and indirectly to this project.

Thank you very much.

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