

UTP Performing Arts Group Portal

by

Abdul Hakim Bin Naser

FINAL YEAR RESEARCH PROJECT REPORT

**Dissertation submitted in partial fulfilment of
the requirements for the
Bachelor of Technology (Hons)
(Business Information System)**

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CERTIFICATION OF APPROVAL

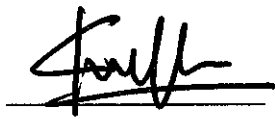
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Universiti Teknologi PETRONAS
in partial fulfilment of the requirement for the
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Approved by,



(Mr. Faizal Ahmad Fadzil)

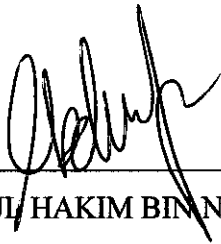
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September 2011

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 acknowledgement, and that the original work contained herein have not been undertaken or done by unspecified sources or persons.



ABDUL HAKIM BIN NASER

ABSTRACT

“UTP Performing Arts Group” is a project that was developed with the intention to educate students and arts enthusiasts regarding arts and cultures movement especially in dance activities through a one-stop portal in the development of the system. By developing this project, it is highly hope that arts and cultures movement can be promoted among students and arts enthusiasts through one-stop portal which currently become a trend for people to communicate through online.

The dissertation will focus on an automated approach to promote art and culture movement especially in dance through a one-stop portal which provides information regarding dance activities especially in UTP by UTP Performing Arts Group. An interactive portal which combines knowledge management and collaborative networking is intended for use by students and arts enthusiasts to communicate among each other based on their interest in dance. The portal provides many interactive segments such as forum, chatroom, video and photo sharing which allows the users to gain more information regarding dance activities yet they can meet new users in this portal.

Preliminary performance and usability testing results were satisfactory to excellent. Prospects for further development of this social networking portal are discussed in detail, along with implications for future research.

It is concluded that this portal hold considerable promise for promoting arts and culture especially dance through an electronic media such as portal. The present portal may be one of several that could be considered for future commercialization or in-house development.

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CHAPTER 1

INTRODUCTION

1 INTRODUCTION

1.1 BACKGROUND OF STUDY

This research will need collaborating between students in UTP in order to enhance the understanding on arts and culture especially in dance culture among students in UTP. It is also focusing on two-ways communications between students in order to exchange their knowledge in arts and culture in UTP.

Based on the study of the current arts and culture website or portal especially in dance, the current pattern of dance portal or website only provide information for those who are interested in dance and there is no other platform or medium for those who are interested to know more about the dance culture and to have a two-ways communication with the dance expert which can help them to understand more about their interest. Besides that, the viewers or the dance lovers need to view on several types of webpage to search for the information that they need because many of the current dance website or portal only provide verbal information for the viewer and it is hard to identify what are the needs and wants of the viewers from the website of portal.

From the development of this portal, it might be a new path for the dance lovers or viewers to have a great opportunities and experience by learning and discussing about arts and culture with the expert. Besides that, through the interesting video sharing and photo sharing, the users of the portal can

learn it by themselves and they don't have to spend much time and money just to learn about dance movement. In addition, the existing of the forum session creates a two-ways communication between the dance lovers or users of the portal with the dance expert which is the dancers from UTP Performing Arts Group. Through this portal, the admin also can get the feedback from the portal's user through the online polls. It did helps a lot for the admin to develop the portal from time to time.

In addition, the availability of chat room can give an opportunity for the portal's user to chat around with each other and meet new friends which had the same interest. Besides that, it can give a quick response for the questions that provided by the portal's user who need quick answers from the expert itself.

1.2 PROBLEM STATEMENT

The problem that we are having right now is in the university we don't have a proper portal or website where students can have a two-ways communication regarding the arts and culture development. Because of that, most of UTP students don't aware the existing of arts and culture group in UTP and their current activities.

Besides that, the current blogs regarding arts and culture in UTP don't provide enough information for the viewers and it is only provide one-way communications which is hard to identify the demand of the information that needed by the viewers.

1.3 OBJECTIVES AND SCOPE OF STUDY

The objective of proposing this interactive “UTP Performing Arts Group portal” is to create a portal for students and expert (UTP Performing Arts Group) to help them to have a two-ways communication regarding arts and culture especially in dance in UTP.

This project was also developed with an objective to introduce and help the students to be aware of the existing of arts and culture group in UTP and their current activities. Other than that, this project is also conducted with the objective to integrate social network tools into a portal which can make it become more attractive and user-friendly.

The scope of work for this project is to design and develop a one-stop portal for UTP Performing Arts Groups and UTP students. The project will use various types of methods such as forums, videos tutorial lesson, chatroom, dance competitions, latest news on dance movement to create fun sharing environment.

As the end result, this portal will help UTP’s students to enhance their understanding on arts and culture especially on dance culture and create an opportunity for those who are interested in this field to gain more experience and knowledge through this portal. This project is assigned to be completed in two semester’s time where the first semester would be dedicated for research, collecting valuable information, planning, presentations and documentations purpose while final semester will be focused on developing functional end product. With all software to develop this portal is available, this project can be completed on time.

1.4 SIGNIFICANCE OF THE PROJECT

Considering this issue, there is a need to create new approach to educate and share knowledge of arts and cultures activities with students and arts enthusiasts to increase more understanding about the issue and in other hand could increase awareness about the important of arts and cultures education among students and arts enthusiasts. Thus, to liaise with the rapid development of information technology and Internet, there should be an approach to educate employee about arts and cultures via interactive applications whether through web based applications. In this project, the emphasize will be put into using social network application to educate art enthusiasts about arts and cultures regarding dance activities. This project is done with the intention to educate user about dance movement, create awareness and enhance compliance so that as a result from this project it will help to create interest among students in arts and cultures activities.

1.5 THE RELEVANCY OF THE PROJECT

“UTP Performing Arts Group Portal” is suggested to be built as a mean to educate people especially students and arts enthusiasts considering that the use of computer and social network applications can contribute to the movement of arts and cultures among social communities.

By integrating all the information that need to be conveyed to students and arts enthusiasts about dance activities which has been promoted to them through a classical way before which is through guide, manuals and training, the one-stop portal should be interactive and can attract others to use it as a medium for education and learning about dance activities.

By having this one-stop portal, it would best to be as the medium for students and arts enthusiasts to learn about arts and culture regarding dance and at the same time to increase awareness about the benefits of dance activities amongst them.

1.6 FEASIBILITY OF THE PROJECT WITHIN THE SCOPE AND TIME FRAME

The scope of work for this project is to design and develop a one-stop portal for UTP Performing Arts Groups and UTP students. The project will use various types of methods such as forums, videos tutorial lesson, chatroom, dance competitions, latest news on dance movement to create fun sharing environment. As the end result, this portal will help UTP's students to enhance their understanding on arts and culture especially on dance culture and create an opportunity for those who are interested in this field to gain more experience and knowledge through this portal. Then, author need to come out with a design and integrates all information into the portal to be developed and conduct User Acceptance Test (UAT) for the portal before it is finalized.

According to the timeline, the Final Year Project 2 needs to be completed within 14 weeks of the semester starting from July 2011. In the other hand, the timeline given is sufficient to finish this project because the research and data gathering phase had been done in Final Year Project 1 during semester January 2011 while the system development phase is focused in Final Year Project 2 during semester July 2011 end at January 2012.

Within the timeline given, it is feasible enough for developer to fully gather all the information and data collected in FYP/1 to be as the sources on how to design a prototype for the system in FYP/2. Basically, the prototype done is targeting on showing the main content and functions needed out of the

system. Future works could be done since the time allocated for FYP/2 is too short to fully prepare an application that will cover all elements needed for a portal including aesthetic value of the portal such as user interface (UI).

CHAPTER 2

LITERATURE REVIEW

2 LITERATURE REVIEW

2.1 INTRODUCTION

This literature review will produce an overview of virtual community, elements needed in social networking portal, the advantages of having a one-stop portal as a communication tools among students and arts enthusiasts regarding dance activates. This literature review aims to give overview about this one-stop portal in general and also relates the use of social networking tools for other functions to relates to the use of portal for promoting arts and cultures activities.

2.1.1 VIRTUAL COMMUNITY

A virtual community is a social network of individuals who interact through specific media, potentially crossing geographical and political boundaries in order to pursue mutual interests or goals. One of the most pervasive types of virtual community include social networking services, which consist of various online communities.

The term virtual community is attributed to the book of the same title by Howard Rheingold, published in 1993. The book, which could be considered a social enquiry, putting the research in the social sciences, discussed his adventures on The WELL and onward into a range of computer-mediated communication and social groups, broadening it to information science. The

technologies included Usenet, MUDs (Multi-User Dungeon) and their derivatives MUSHes and MOOs, Internet Relay Chat (IRC), chat rooms and electronic mailing lists; the World Wide Web as we know it today was not yet used by many people. Rheingold pointed out the potential benefits for personal psychological well-being, as well as for society at large, of belonging to such a group.

These virtual communities all encourage interaction, sometimes focusing around a particular interest, or sometimes just to communicate. Quality virtual communities do both. They allow users to interact over a shared passion, whether it be through message boards, chat rooms, social networking sites, or virtual worlds.

The impacts of such communities in causing health issues are extremely under studied for a verdict to be passed on its side effects. Recent studies have looked into development of health related communities and their impact on those already suffering health issues. These forms of social networks allow for open conversation between individuals who are going through similar experiences, whether themselves or in their family. Such sites have in fact grown in popularity, so much so that now many health care providers are forming groups for their patients, even providing areas where questions may be directed to doctors. Involvement in social communities of similar health interests has created a means for patients to further develop a better understanding and behavior towards treatment and health practices. This has patients using such outlets on more occurrences, but the extent to which these practices have on health as a result of use are still being studied.

Studies on health networks have mostly been conducted on groups which typically suffer the most from extreme forms of diseases, for example cancer patients, HIV patients, or other life threatening diseases. It is general knowledge that one participates in online communities to interact with society and develop relationships. Individuals who suffer from severe illnesses are unable to do in a public sense, it could be a risk to their health to leave a secure environment, thus they have turned to the internet. In a study conducted by Haven B. Battles and Lori S. Wiener on the effects of

networks on children suffering from incurable diseases, did discover a positive correlation in enhancing children's behaviors and overall moods. Usually individuals suffering withdraw from social interactions, yet online communities have caused individuals to become more involved and want to learn more about their prognosis from others. As for the children who participated in the study, their behavior and mood not only changed, but they were more willing to go to treatment after having these interactions.

(Neal, L. Lindgarrd, G. Oakley, K. Hansen, D. Kogan, S. Leimeister, J.M. & Selker, T., 2006)

2.1.2 SOCIAL NETWORK

Social network sites can be define as web-based services that allow individuals to construct a public or semi-public profile within a bounded system, articulate a list of other users with whom they share a connection, and view and traverse their list of connections and those made by others within the system.

“What makes social network sites unique is not that they allow individuals to meet strangers, but rather that they enable users to articulate and make visible their social networks. This can result connections between individuals that would not otherwise be made, but that is often not the goal, and these meetings are frequently between “latent ties” who share some offline connection.”

(Haythornthwaite, 2005)

2.1.3 PORTAL

In the world of science and space, a 'portal' is considered to be a two-way interdimensional door opening into several realities, including the astral world; the far reaches of physical, interstellar space; and alternate, parallel universes

(source www.earthportals.com/portal.htm by Claire Watson)

The type of portal for this project can be defined as a content management portal because this type of portal are designed to improve the access to and sharing of information stored within an organization. In a content management portal, self-service publishing features allow end users to post and share any kind of document, digital asset, record or Web content with other users, even those geographically dispersed (portals of this kind tend to be browser based to allow for access to be from anywhere an internet connection exists).

The reasons of choosing portal instead of website for this project:

	Portal	Website
Authentication	Portal provides facility of Logging-In Example : gmail.com	No Log-In Example : www.yahoo.com
Personalization	Limited, focused content, eliminates the need to visit many different sites Example : user key in their username and password and see their own mail only	Extensive, unfocused content written to accommodate anonymous users needs
Customization	Users can select and organize the materials that they want to access Example: users can	Searchable, but not customizable, all content is there for every web visitor

	<p>navigate to google mail and personalize things to their own by authenticate themselves if they wish to use any of the services provide by the portal.</p>	
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Table 1: Differences between Portal and Website

2.1.4 CONTENTS OF THE PORTAL

Forum

What information consumes is rather obvious: it consumes the attention of its recipients. Hence, a wealth of information creates a poverty of attention and a need to allocate that attention efficiently among the overabundance of information sources that might consume it.

(Herbert Simon, 1978)

Online forum is a powerful communication tools. Online forums, message boards, and newsgroups are now ubiquitous. The powerful communication tools offer many strong benefits. Based on the current trend of dance portal, there are only few portals which provide forum session in their portal, such as italdanceportal.com.

The reasons of having an online forum in the portal are:

- *Promote intellectual exchange*
- *Learning new ideas and refining old ones*
- *Contributing to others*
- *Making new friends and contacts*
- *Keeping up with currents events and activities which related to dance.*

(Steve Pavlina, 2003)

Video and Photo Sharing (tutorial – multimedia learning, performance)

Learning is a social process. It involves active acquisition of new knowledge and understanding through group and peer interaction - the key learning skill being communication.

Human beings gain much of their initial understanding of others through our sensory capabilities - both visual and auditory. According to some studies the written word only communicates 7% of what we mean. Voice tones and inflections can account for as much as 38% of the understanding a normal conversation. Where you place emphasis speaks volumes that are very hard to accomplish with words only in PowerPoint slides. With video you can add another 55% to understanding. Video allows you to include all those body language cues we all use – the smile, the twinkle of the eye, the raised eyebrow, the lean, the crossed arms, the tilt of the head. The instantaneousness of moving image and impact of human voice is very powerful.

(Shalini Grover, 2005)

As an interactive communication medium, video in e-learning stands out in a number of ways:

- Stimulates *better brainstorming, knowledge sharing and information gathering.*
- Provide portal's user to learn by participating a two-way communication platform.
- *Lowers the cost of delivery* and overcomes the need for centralized location-based training.
- *Heightens motivation* as the excitement of being able to see the presenter or the co-participants enhances the motivation level of the portal's user.
- Enhances interaction with experts. Portal's users are able to get answers to questions from experts who, because of time and distance, would otherwise be inaccessible.
- The visual connection and interaction among participants *enhances understanding* and helps portal's user feel connected to each other. Seeing

the instructor, or hearing the voice, watching the dance movement goes a long way toward building relationships in a way that e-mail, telephone, or online chat systems cannot.

- More effective and efficient as it can *improve retention* and *appeal to a variety of learning styles* by including diverse media such as video or audio clips, graphics, animations, and computer applications.
- Learn about *cultural differences*.
- *Holds the Audience's Attention*.

Downloads or Uploads

After reviewing few portals which related to dance, the result shown that there is no portals that provided this services for the portal's user or the viewer. Through this project, by having this section in the portal, it gives opportunities for the portal's users to download or upload the videos, pictures and song which related to dance. Besides sharing the portal for viewing purpose, the users can download the videos, pictures or songs for their own use. For example, if the portal's user needs a suitable song for their own dance performance, the user can download it through the portal without having difficulty to search at the search engine and viewing multiple website to search for the song that they need.

In addition, by providing videos of dancing tutorial lesson or past performance videos by UTP Performing Arts Group, it can a good references for the new beginners to learn the dance movement. By downloading them, the user don't have to be online to watch it, they can simply watch it from the computer drive where they keep the videos.

On the other hands, the portal's users can share / upload videos, songs or picture which relevant to dancing which is a good resource for other portal's users who might need it for their personal use.

Chatroom (instant messaging)

Shortly after the rise of interest message boards and people, people started to want a way of communicating with the communities of same interest in real time. The downside to message boards was that people would have to wait until another user replied to their posting, which, with people all around the world in different time frames, could take awhile. The development of online chat rooms allowed people to talk to whoever was online at the same time they were. This way, messages were sent and online users could immediately respond back.

In this portal, chat room users communicate through text-based messaging. Most chat room providers are similar and include an input box, a message window, and a participant list. The input box is where users can type their text based message to be sent to the providing server. The server will then transmit the message to the computers of anyone in the chat room so that it can be displayed in the message window. The message window allows the conversation to be tracked and usually places a time stamp once the message is posted. There is usually a list of the users who are currently in the room, so that people can see who is in their virtual community.

Users can communicate as if they are speaking to one another in real life. This attribute makes it easy for users to form a virtual community, because chat rooms allow users to get to know one another as if they were meeting in real life. The individual "room" feature also makes it more likely that the people within a chat room share a similar interest; an interest that allows them to bond with one another and be willing to form a friendship.

News (events, competitions, current activities)

News had become the main services that been provided in many dance portal which had online. The important of having news in the portal is to attract the portal's user on the current activities that been going on from the particular group, in this case, UTP Performing Arts Group would be the main target. Besides that, the portal's users also can also post news in the portal. As a

minimum, information selected from websites has to be relevant to the portal topics and must be easy to understand.

In a nutshell, role of online news in portal is truly exceedingly imperative in fast life of these days where every human being remains full of activity round the clock. Online news, in point of fact, does solve more than a few purposes in one go. It does bring forth the latest info to the populace or its readers on an assortment of subjects – including politics, society, sports and entertainment.

Guides and Tips

Another important section that should be included in a portal which promote dance is 'Guides and Tips' section. This section provides information such as dance styles or steps, dancewear and accessories and props. The important of this section is to allow to portal's users to have a better understanding in dance. For example, by providing guides and tips on how to wear a dance costume and accessories, it helps the portal' users who need to do performance deal with the types of costume or accessories which need to be wear or use during the performance. Different styles of dancing require varied treatment in colors, patterns, textures, and fits and also the uniformity in design.

Comfort is the keyword. Every dance form has a particular technique and the costume should allow maximum freedom of movement. Some dances require a lot of aerobic styled steps whereas some incorporate slow, sleek and sensuous moves. The dance wear has to enable the dancer to express himself/herself in the best possible way. A costume that causes the performer to fret about it all the time is simply not going the right way. When a dancer rehearses or performs on stage, any uncomfortable costume will prove to be a hindrance in performing their moves.

The ultimate dance attire will give that added boost to the dancer. It could be seductive for those who love to accentuate their figures. Some go in for

'safer' options. This choice will depend heavily upon the kind of dance, and the place it will be performed.

(kahmira Lad, 2008)

Contact Info

Contact us section is an integral part of any portal management system and quite often acts as the best tool to convert visitors into customers. Visitors find it convenient to get back to the people owning or managing the affairs of the portal through the 'Contact Us' section. For this project, contact information is important because it helps those who need to look for the artist to perform in their events or competitions. By providing all the information's such as name, contact number, email address, mailing address and so on, can give a clear view for those who might need their help. Besides that, it is also a common practice to have a feedback form in the contact page making it very simple for visitors to leave comments or queries. The idea is that people should be able to contact through postal mail, email, telephone (including mobile phone), and fax. They should also find it easy to drop in to the office personally using the info provided in the 'Contact Us' section.

Artist Info

At this section in the portal, it provides information of the current performing artist for UTP Performing Arts Group. The reason of having this section is to help the portal's users to identify who are the performing artists for UTP which can help them if they need a favor regarding the relevant issues.

Classes and Workshops

Although e-learning had increase rapidly in this modern era, classes and workshop still a favourite choices for those who like to have a real-time experience. For this case, although the portal's user can gain lots of knowledge through video learning in the portal, going to dance classes and

workshops can be more interesting for them because the portal's user can really challenge them by learning the dance movement from the expert.

For example, if the students of UTP want to learn how to dance, instead of learning it through videos, they can learn it from the dancers from UTP Performing Arts Group. Besides that, it is also a big opportunities for them to become the dancers for the group if they had the talent and credibility that suit the requirement of becoming the dancers for the group.

Shops

In this section, by providing information on the listed shops that can provide tolls for dancing activities, it can helps the viewers to learn more on dance activities. By providing information such as shops that provide stuffs like books, DVDs, dancewear and dance accessories, it could be a good medium for those who are interested in dance activities. For example, by listing down shops that provide selling and renting dancewear and dance accessories, it can help the viewers to have a choice on choreographing their dance movement and can have a source where they can buy or rent dancewear and dance accessories for their performances or shows.

Besides that, books and DVDs are also a good tools for those who are interested in dance activities, books is a good source of learning all the dance theory an DVDs are a good source for the dance lovers to have a real life experience by learning the dance steps or moves through videos.

General Info

There are several topics which will be included in this section of the portal, which are:

- History - providing history of the existence of UTP Performing Arts Group
- Health & Benefit – provide information related on health and benefit through dance

- Procedure - provide a guideline which can help to portal's user to involve in dance competition, classes, performance and so on.
- Links – link to other related dance portal for the portal's user which can help them to search for specific information based on their interest.

CHAPTER 3

METHODOLOGY

3 METHODOLOGY

3.1 OVERVIEW

In order to improve knowledge sharing environment among portal's users, a strategic method need to be create. The method should be able to provide knowledge in more efficient manner. The platform of method can be form of portal in order to share the knowledge. The medium of platform can provide information and knowledge among portal's users.

Web portal offers four main functionality namely portal management, web services, content delivery and user interface. Portal value service is about skilfully combining these aspects to deliver a purpose. Due to this matter, in order to enhance the strategic knowledge sharing, incremental prototyping model is been used for the methodology of the project.

Lifecycle of the project is divided into the following clear phases:

- Discovery – Planning the project and gathering resources for implementation
- Designing Concept
- Implementation
- Integration of Test and Quality Control
- User Acceptance Test
- Production Go-Live

3.2 RESEARCH METHODOLOGY

For this project, the methodology that will be used is Incremental Prototyping Model. The incremental approach can be likened to 'building blocks'; incrementing each time a new component is added or integrated, based on an overall design solution. When all of the components are in place, the solution is complete.

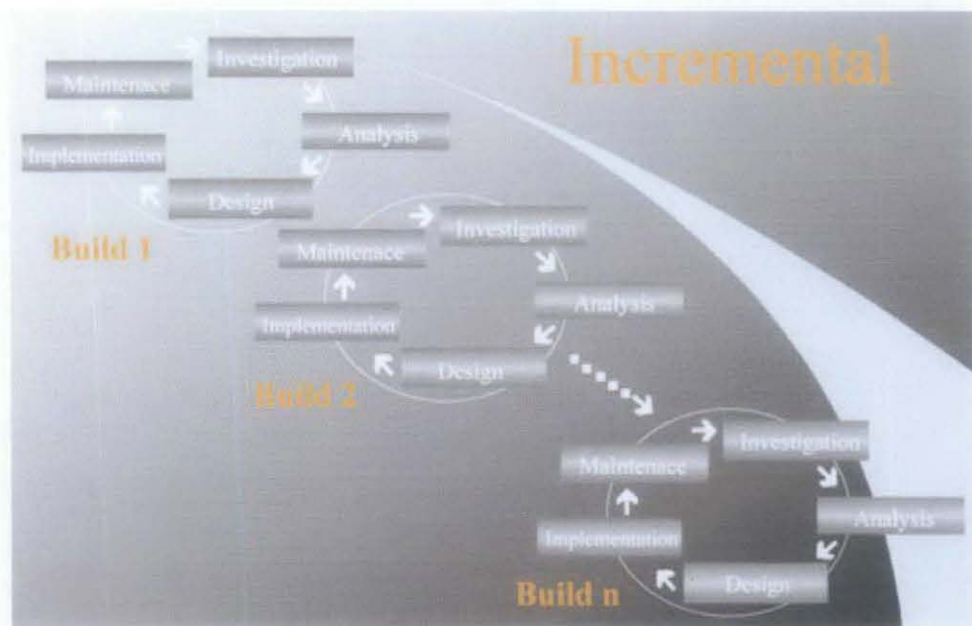


Figure 1: Incremental Prototyping Model Methodology

An advantage of this method is that the end-users have the opportunity to test the developed components and their functionality. They also have opportunities to provide feedback while other components are still in development, and can thus influence the outcome of further development.

3.2.1 INVESTIGATION

The investigation phase involves the project initiation. The deliverables required for this project are feasibility studies and system request. For this one-stop portal project, the planning phase has been done during the title proposal and preliminary report submission which is the extended proposal. Usually, the key element that needs to be done during this phase is to identify business values of the project, feasibility analysis, develop work plan, work staffing and control the project. Basically, this phase could be done through wide study to the specific areas that related to the project. For example, to study about the behavior or students and art enthusiasts towards dance portal, and at the same time to study about the acceptance and applicability of interactive portal for the educational use and means. It needs detail study about these issues to better help in planning the development of this project. For this project, it can be said that the planning phase has been done during FYP/1.

3.2.2 ANALYSIS

The analysis part of this project has been done thoroughly few weeks after project initiation which is few weeks after the submission of project title proposal itself. Basically, according to Incremental Prototyping Model methodology, there are four important elements needed to support the analysis part of this project. The elements are project methodology, people, management and tools. Project methodology has been identified where author will use Incremental Prototyping Model which in detail uses iterative process.

In term of people, the focus would be the analysis towards the end user and also the developer. Issues covers in this element will be about the user requirements, users want and user needs. This would involve sponsor, user coordinator, user requirement planning team, user design team, and user review board. To be specific to this project, the targeted end user will be the

students and arts enthusiasts who have the same interest in dance. Thus, author has conducted an interview session with dance experts from UTP Performing Arts Group to collect information and user requirements suitable for this project. Thus, from the interview session, author has come out with some functionality that would be provided in the system. The functionalities amongst others include:

- The portal should be able to create a two-ways communication among dance experts and students.
- The ability to provide information regarding arts and cultures activities.
- To have interactive knowledge learning for about dance movement i.e. videos, forums

3.2.3 DESIGN

The design phase is the main focused in this Final Year Project 2 (FYP/2) where author will basically focus on the system design, functionalities, interfaces and the software programming suitable for the portal. In order to decide the best design for the portal, author had done some research through online regarding which tools to create an interactive social network portal.

All the information are gathered and analyzed to come out with the best design for this portal considering the needs of user. The draft of the designed interfaces is shown in the next section which shows roughly how the system is planned to look like.

3.2.4 IMPLEMENTATION

The implementation phase amongst others focus on the programming and coding part of the portal as well as the system testing after the prototype is developed. Basically, the implementation phase starts with designing the main page of the portal and later on to design the other sub-pages for the system consists of the interfaces of the other functionalities for the portal. After designing the interfaces for each of the functionality, the next stage is to write a code for each of the functionalities accordingly. The functionalities of the system amongst others include:

- The portal should be able to create a two-ways communication among dance experts and students.
- The ability to provide information regarding arts and cultures activities.
- To have interactive knowledge learning for about dance movement i.e. forums, chatroom

3.2.5 MAINTENANCE

The maintenance phase is where the developer keeps on updating the current functionalities of the portal. Basically, the maintenance phase is being done from time to time after gathering feedback from the current users who had using the portal.

Besides that, the maintenance phase is where the developer keeps on improving the current functionality of the portal in order to meet the users need and wants.

3.3 PROJECT ACTIVITIES

The activities that had been done for this project include basically on meeting prospective user to get their comment and ideas about this project and the early designing of this project involving the system flow, system functionalities and interfaces.

Since FYP/1, author had dealt with his supervisor, Mr Faizal Ahmad Fadzil, Lecturer of CIS Department, Universiti Teknologi PETRONAS to get his feedback and suggestions regarding this project. He was very optimist about the project and very helpful along the way in completing this project by helping in providing some suggestions that can help in term of preparing what are the functions needed to be put inside the system.

Other than that, the other activities that had been done throughout this project are designing the interface of the portal. Based on the experience of the author, the author had been blogging for almost three years and the designation of the portal mostly is done using HTML code. Using the experience of designing his own blog, he had used this experience in developing the portal in term of interface and the functionality of the social network portal.

Most of the time, the author refer to resources available in online web development forums regarding the coding development and how to integrate it into the portal.

In addition, an interview session with UTP Performing Arts Group members had been done in order to gathered information regarding the development of the portal especially the functionality of the portal.

3.4 KEY MILESTONES

There are few important dates that were taken into high attention. The important dates are amongst other:

- Submission of Progress Report – Week 7 (November 8, 2011)
- Pre- Engineering Design Exhibition (EDX) – Week 10 (November 30, 2011)
- Dissertation – Week 11 (December 7, 2011)
- Viva Presentation – Week 13 (December 21, 2011)
- Final Dissertation and Technical Report Submission – Week 14 (December 28, 2011)

The project submission and project milestone is based according to FYP/2 Timeline provided by the course coordinator. Provided below is the Gantt chart for the project.

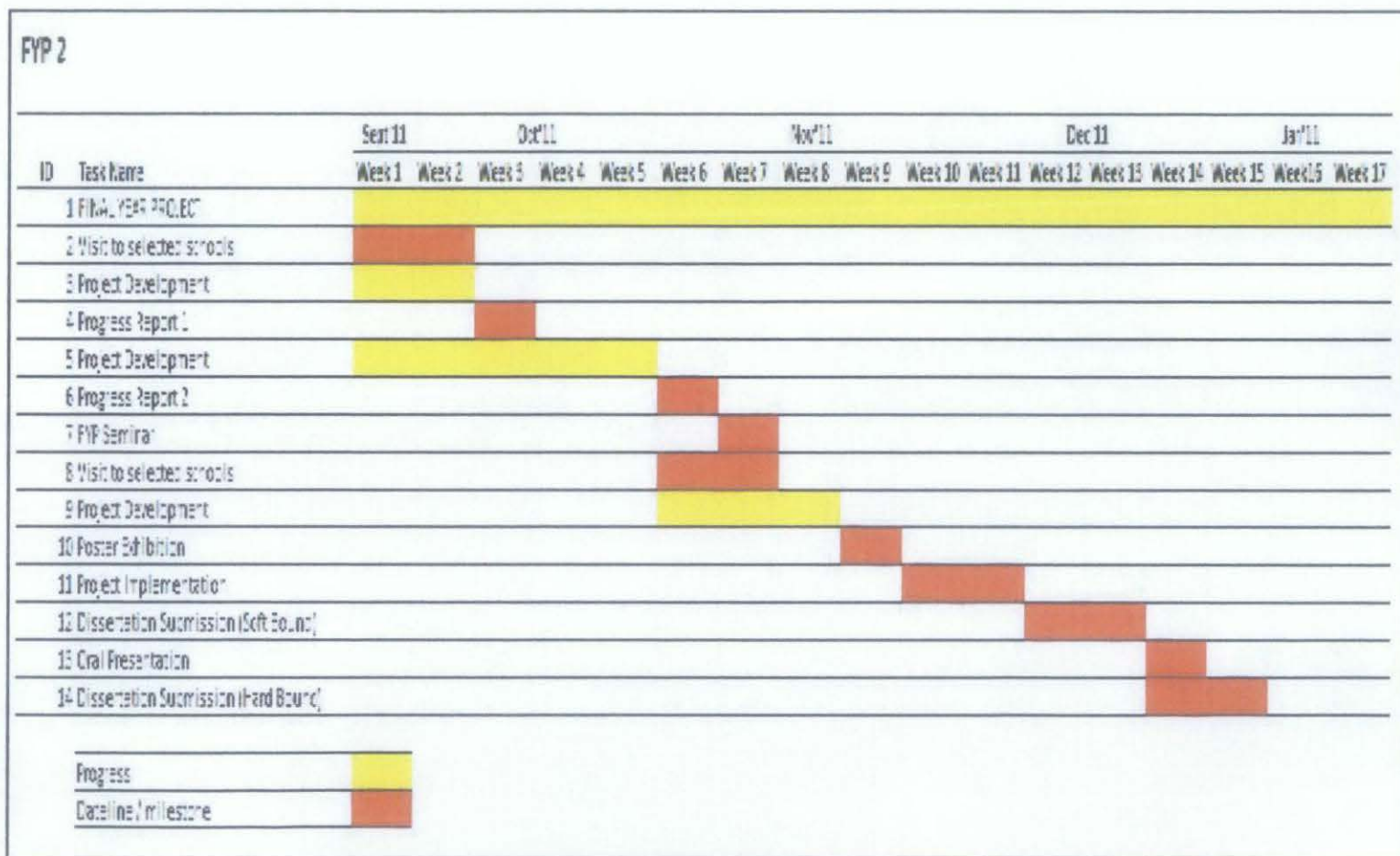
3.5 TOOLS REQUIRED

Hardware:

- Computer

Software:

- Online Social Networking Builder



CHAPTER 4

RESULTS AND DISCUSSION

4 RESULTS AND DISCUSSION

4.1 USER NEEDS ASSESSMENT AND ANALYSIS

The user needs assessment process was carried out through interviews with the parties which involve highly in art and culture related to dance activities and movements. Among the parties that had been interviewed are:

- Mr. Ahmad Pg Abdullah (Arts & Culture Executive, Student Support Services, Universiti Teknologi PETRONAS)
- Mr. Mohd Hamka Seman (Leader, UTP Performing Arts Group, Universiti Teknologi PETRONAS)
- Mr Nordin Ahmad (Student, Major in Performing Arts, University Malaya)

The reason why these people were interviewed was because they have high knowledge on the issues and topics to be covered in this project such as about arts & culture movement especially in dance.

The first person that author had interviewed and discussed about this project was Ms. Ahmad Pg Abdullah, Arts & Culture Executive, Co-curriculum Unit, Student Support Services, Universiti Teknologi PETRONAS. The reason why he had been interviewed by the author was because he located in the Arts & Culture Division for Co-curriculum Unit. Thus, his knowledge and information about this topic is highly beneficial for this project. Throughout the interview, Ms. Ahmad Pg was very positive that interactive one-stop

portal focused on dance activities in UTP is needed and could bring large benefit in term of promoting the arts and culture movement in UTP. Besides that, it allows us to create networking beyond our comfort zone which is good to improve the performance of our arts and culture movements in UTP.

The other party that had been interviewed by the author was Mr. Mohd Hamka Seman, Leader of UTP Performing Arts Group at Universiti Teknologi PETRONAS. The reason why Mr. Wan Tarmizi was interviewed was to get his suggestions and opinion about the need to have this kind of portal in university. From the interview, the author was told by Mr Hamka Seman that by applying social networking tools in a portal can attract more users to surf on the portal because social networking create an interactive virtual community portal because of the functionality that it will provides to the users.

Other than that, author had presented about this project to Mr. Nordin, an arts student from Universiti Malaya. Basically, Mr. Nordin was interviewed because he has high experienced working in arts & culture movement thus he can cover on the issues of the user needs and requirements for the portal. Since the system is intended to be developed a dance e-learning portal, his involvement to understand and give feedback about this portal is highly needed and important. From the presentation that I had given to him about this project, Mr. Nordin is quite satisfied with the flow that I had already designed. According to him, the portal should provide more information regarding tutorial which it will attract more users to view on this portal.

4.2 EXPERIMENTATION AND MODELLING

After developing the portal, tests were carried out. The reason why the portal needed to be tested is to gather as much data as possible regarding few important elements. The test elements amongst others include:

- Portal's problems and defects
- The efficiency and effectiveness of the portal
- User satisfaction
- Rating about portal interface
- Portal performances

The first test done is to test whether the portal works well in different type of web browsers. This test is basically focusing on the suitability of the portal to be open in different web browsers.

Web Browser	Remarks
Google Chrome	The portal can be view nicely.
Mozilla Firefox	The portal can be view nicely.
Internet explorer	The portal can be view nicely

Table 2: Suitability Testing for Different Web Browsers

The second test that will be done is the user satisfaction test that includes system interfaces, systems problems and defects.

Elements	Rating	Remarks
Interfaces	3	The interfaces can be improved in future works.
Functionality	4	Other new functionalities could be added to the system in the future.
Time to run	4	The portal does not take long time to run.
Choices of color	3	The color could be varied and more attractive in the future.
Icons used	3	There should be more icons with pictures used in future.

Table 3: Usability Testing

- 1 = Very dissatisfied
- 2 = Somewhat dissatisfied
- 3 = Neither satisfied nor dissatisfied
- 4 = Somewhat satisfied
- 5 = Very satisfied

Interfaces:

The elements of interfaces cover User Interfaces (UI) aspects of the portal such as the attractiveness of the portal interfaces.

Functionality:

This aspect test on all of the functionalities provided in the portal whether it meets the user satisfaction or not.

Time to run:

This aspect of testing focuses on the time taken for the portal to run on the web browsers and how long does it takes to open the portal.

Choices of color:

This is one of the aspect under User Interfaces (UI) element which it test whether the choices of color for this portal meets the user satisfactory level.

Icon used:

This element gathers the date from user whether the icon used (e.g. button, drop down menu, list, checkbox etc.) meet the satisfaction of user.

4.3 PROTOTYPE

4.3.1 INTERFACES

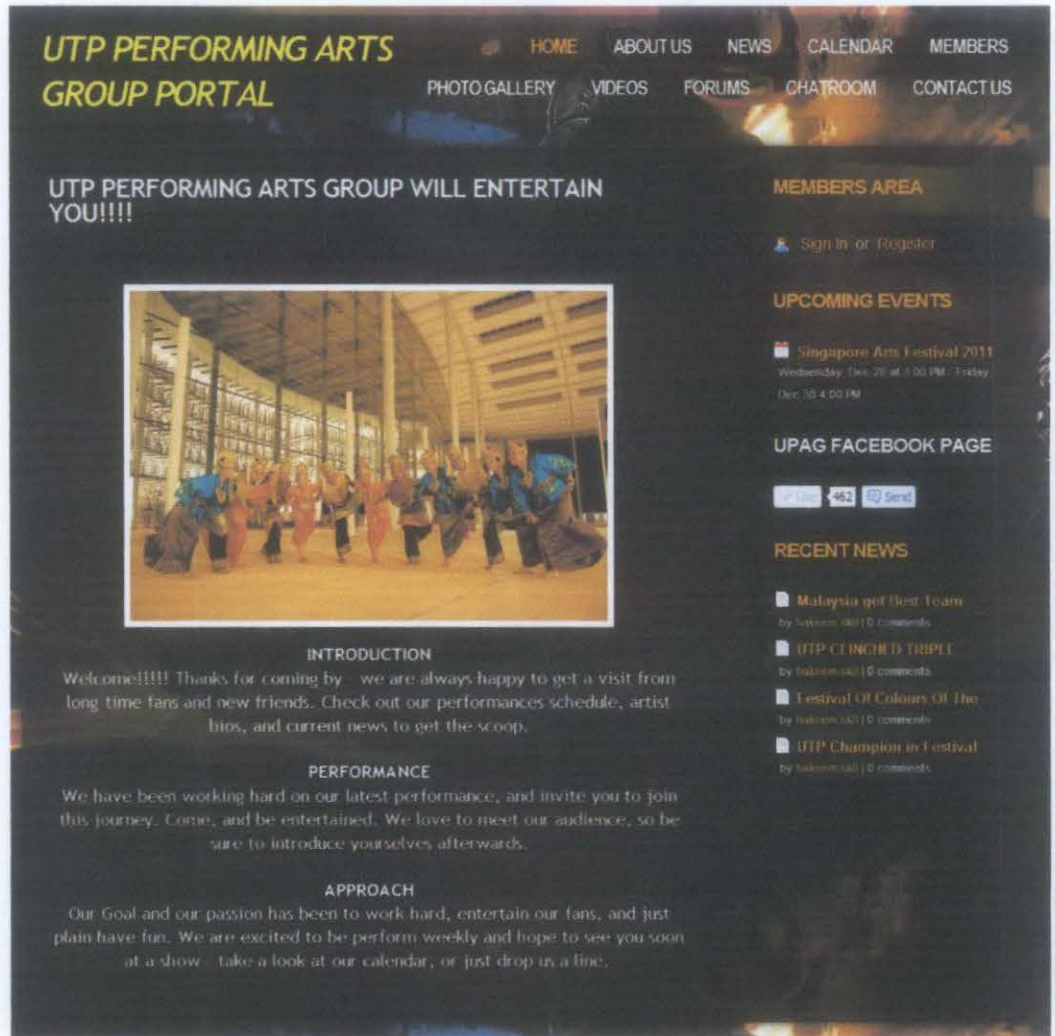


Figure 2: Home Page

Home Page

When the user entered upag-utp.webs.com, this page will appear and user will be provided with a little bit overview about UTP Performing Arts Group.

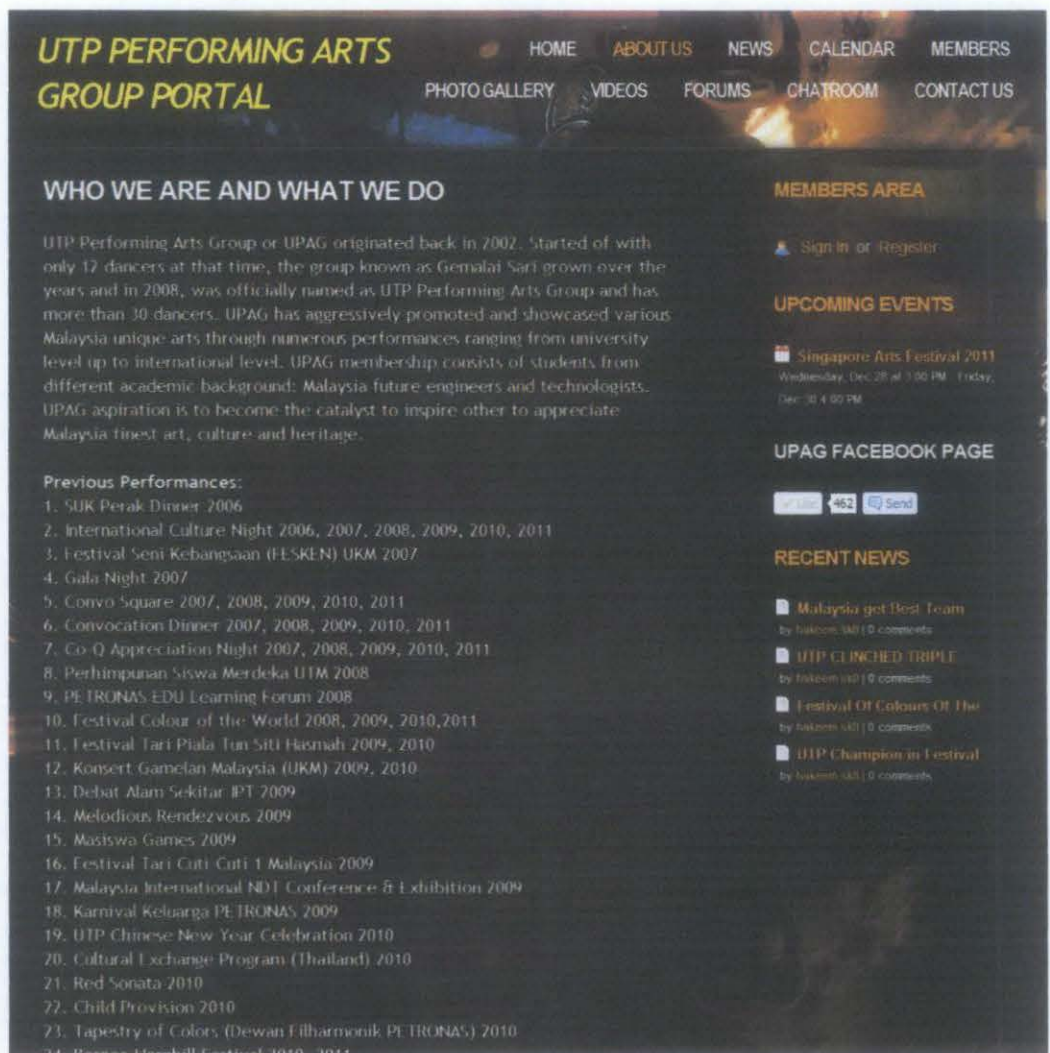


Figure 3: About Us Page

About Us Page

This page explain a little bit about UTP Performing Arts Group including location, biography, previous performances, award received and contact information.

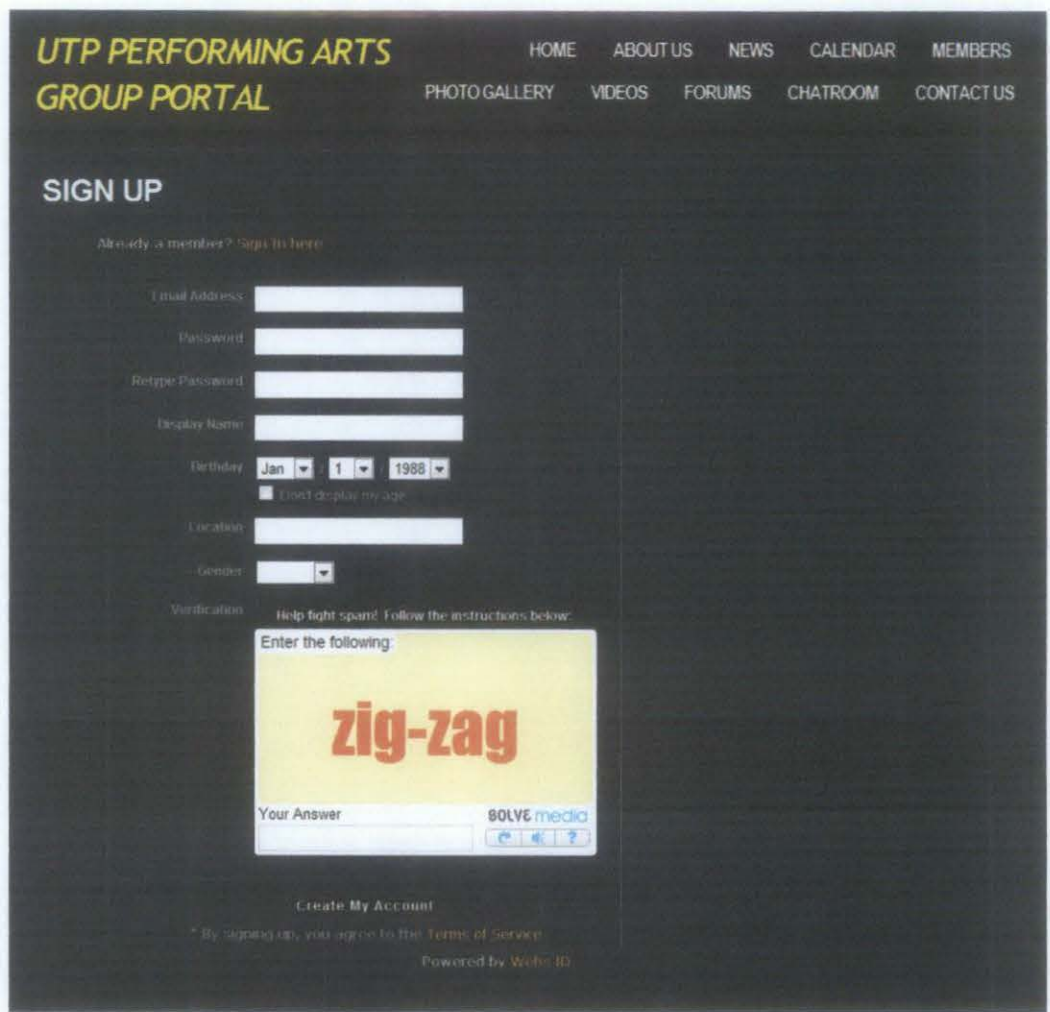


Figure 4: Join Page

Join Page

Users are required to enter some information in order to register to this web portal. Users are also need to key in the verification code for the safety purpose.



Figure 5: Login Bar

Login Bar

This is the login bar for the users after they had sign up for the group. There is a small question mark box which allows users to click when they had forgotten their password or username. Besides that, this web portal also sync with facebook where the users can sign in using their facebook account.

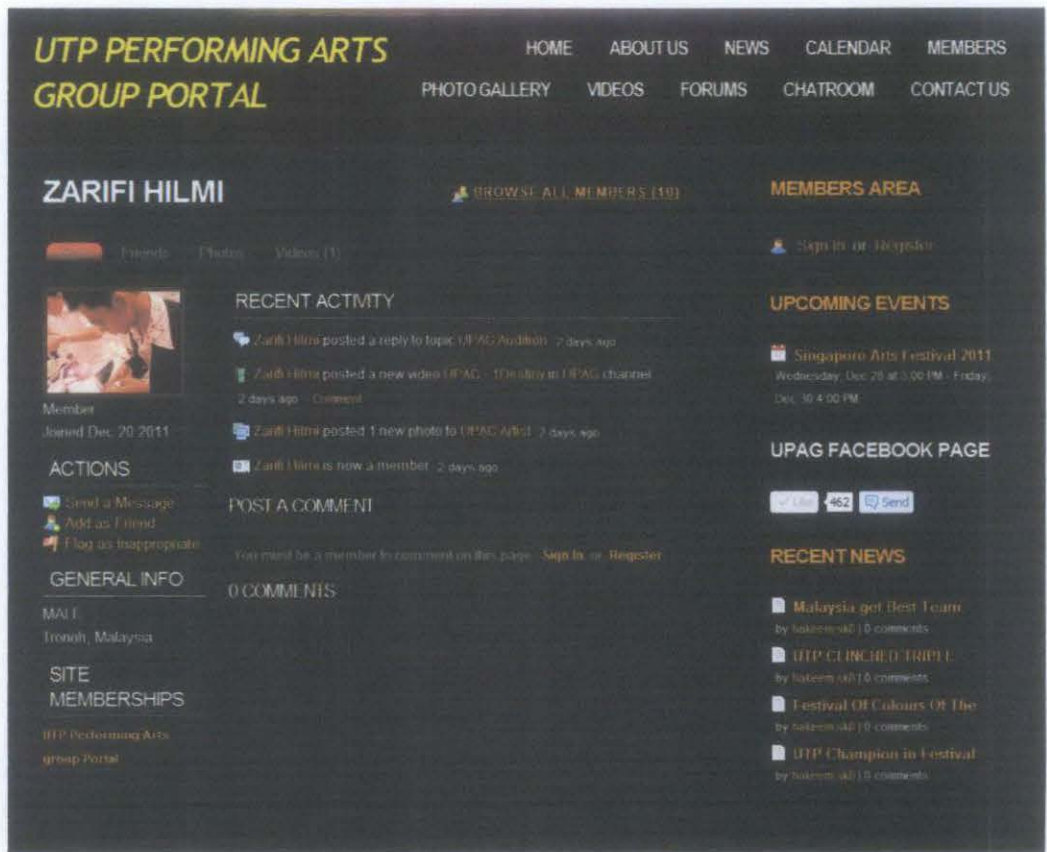


Figure 6: User Profile Page

User Profile Page

This user profile page allows other users to view on other users on this web portal, which provide some basic information about the user when other users are searching for them.

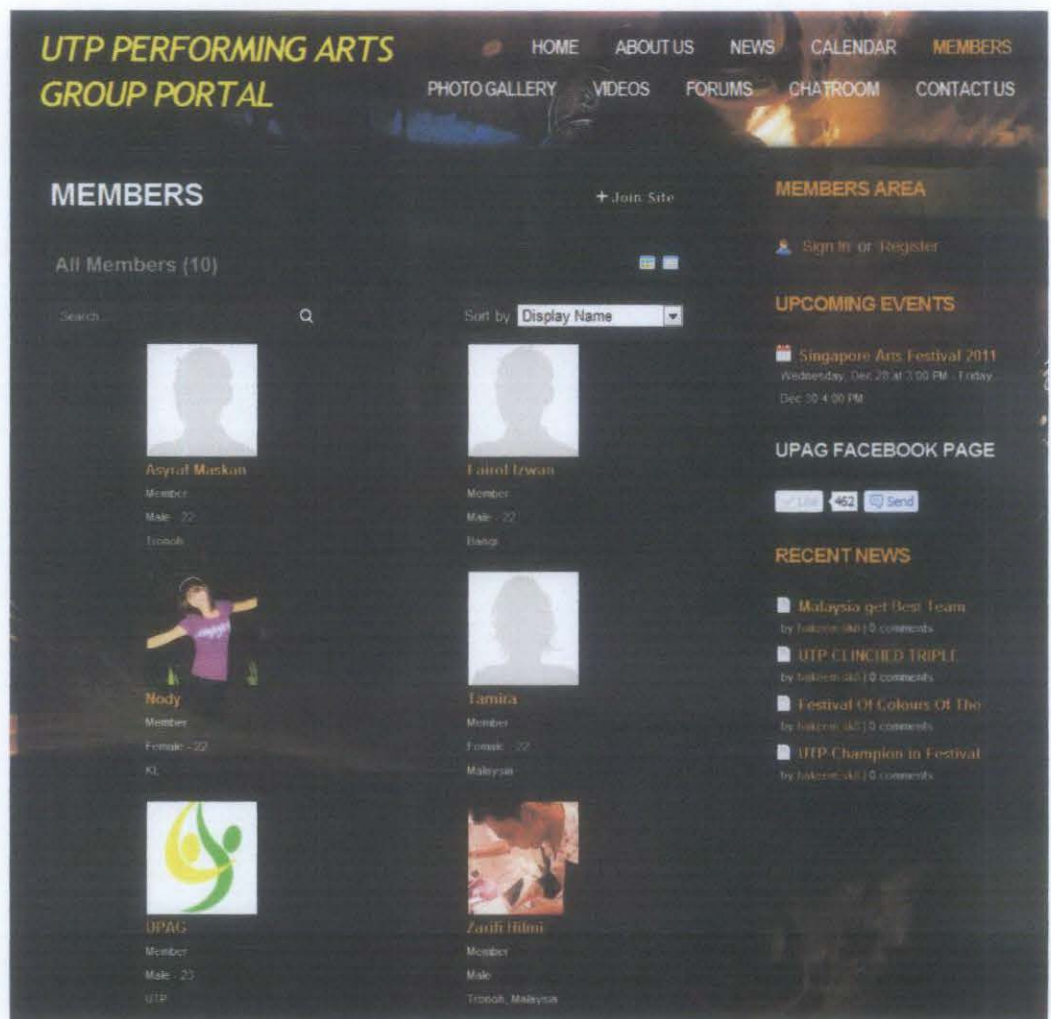


Figure 7: Member Page

Member Page

This page allows users to view their friends list and to search others users on this web portal. They also can view who are online at present time. Besides that, they can also search for users by clicking at **Search Bar**.

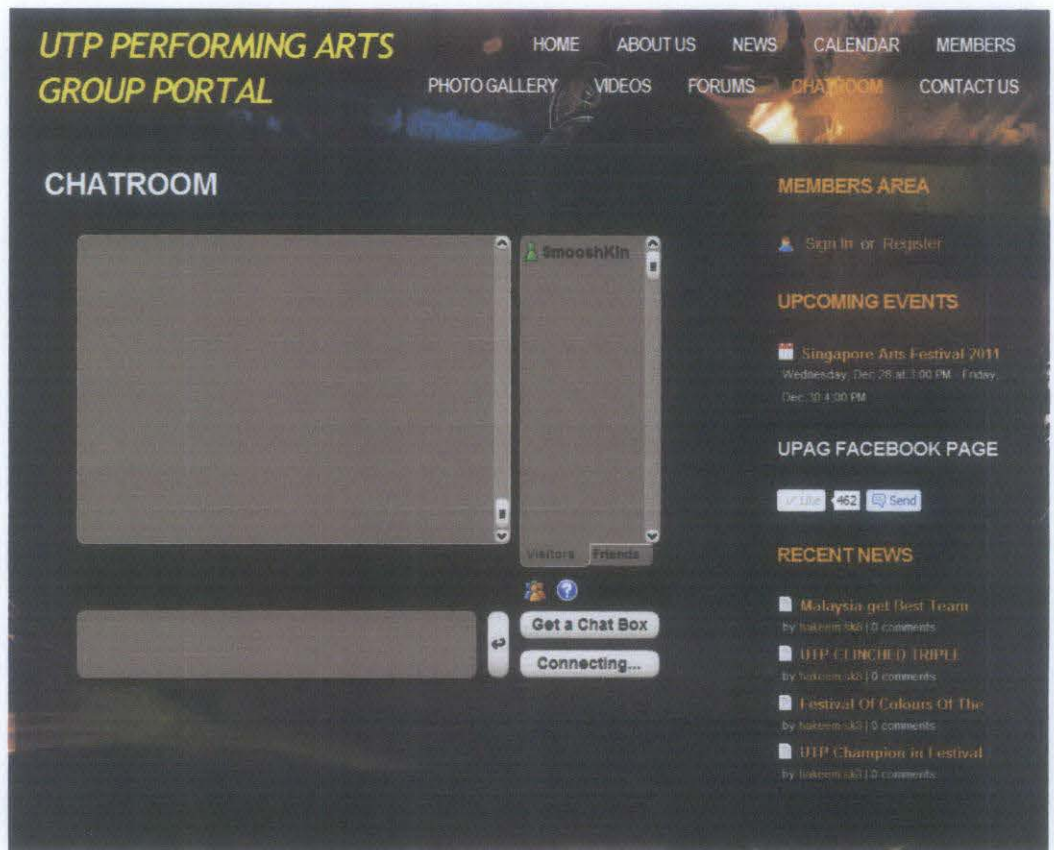


Figure 8: Chatroom Page

Chatroom Page

This page allows users to have real-time chat with other users who are online.



Figure 9: Photo Page

Photo Page

This page allows users to view, upload and download pictures from the web portal. The users also can drop some comments on the picture.



Figure 10: Forum Page

Forum Page

Forum page is the page where the users can interact and discuss among each other regarding the topic which available in the forum. The users also can create new forum to be discuss in this web portal. Besides that, this forum also includes some basic procedure about UPAG, such as Dance Audition, How to Handle an Arts & Culture events in UTP and so on.

UTP PERFORMING ARTS GROUP PORTAL

HOME ABOUT US NEWS CALENDAR MEMBERS
 PHOTO GALLERY **VIDEOS** FORUMS CHATROOM CONTACT US

VIDEO GALLERY + Add Video

MEMBERS AREA
 Sign In or Register

VIDEO CHANNELS
 UPAG (10)
 Tutorial (0)
 India (1)
 Jamaica (1)
 Caribbean (1)

UPCOMING EVENTS
 Singapore Arts Festival 2011
 Wednesday, Dec 28 at 1:00 PM - Friday, Dec 30 4:00 PM

UPAG FACEBOOK PAGE
 Like 462 Send

RECENT NEWS
 Malaysia get Best Team
 by hakeem042 | 0 comments
 UTP CLINCHED TROPHY
 by hakeem042 | 0 comments
 Festival Of Colours Of The
 by hakeem042 | 0 comments
 UTP Champion in Festival

Search: [] Q All Videos (13)

Sort: Recent | Popular

UPAG - 1DESTINY
 by hakeem042 on December 29, 2011 at 6:04 PM
 1 Views - 1 Comments

CANADA - FOLK DANCE
 by hakeem042 on December 29, 2011 at 5:18 PM
 2 Views - 0 Comments

CHINA - FAN DANCE
 by hakeem042 on December 29, 2011 at 4:56 PM
 1 Views - 0 Comments

INDIA - BHARATANATYAM
 by hakeem042 on December 29, 2011 at 4:54 PM
 2 Views - 0 Comments

Figure 11: Video Page

Video Page

This page allows users to view, upload and download the video regarding UPAG and other useful dance video tutorials. The user also can drop some comments on the videos.

UTP PERFORMING ARTS GROUP PORTAL

HOME ABOUT US NEWS CALENDAR MEMBERS
 PHOTO GALLERY VIDEOS FORUMS CHATROOM CONTACT US

CALENDAR

Previous Month | Month | Week | Day | All | Verbs | Next Month

December 2011

Sun	Mon	Tue	Wed	Thu	Fri	Sat
				01	02	03
04	05	06	07	08	09	10
11	12	13	14	15 Festival Tan UKM	16 Festival Tan UKM	17 Festival Tan UKM
18 Festival Tan UKM	19	20	21	22	23	24
25	26	27	28 Singapore Arts Festival 2011	29 Singapore Arts Festival 2011	30 Singapore Arts Festival 2011	31

MEMBERS AREA
 Sign In or Register

UPCOMING EVENTS
 Singapore Arts Festival 2011
 Wednesday, Dec 28 at 3:00 PM - Friday,
 Dec 30 4:00 PM

UPAG FACEBOOK PAGE
 Like 462 Send

RECENT NEWS
 Malaysia get Best Team
 by hokiem 4810 comments
 UTP CLINCHED TRIPET
 by hokiem 4610 comments
 Festival Of Colours Of The
 by hokiem 4410 comments
 UTP Champion in Festival
 by hokiem 4210 comments

Figure 12: Calendar Page

Calendar Page

This page allow users to view on the upcoming events of UPAG and some other arts and culture events that happened all around the world with complete details.

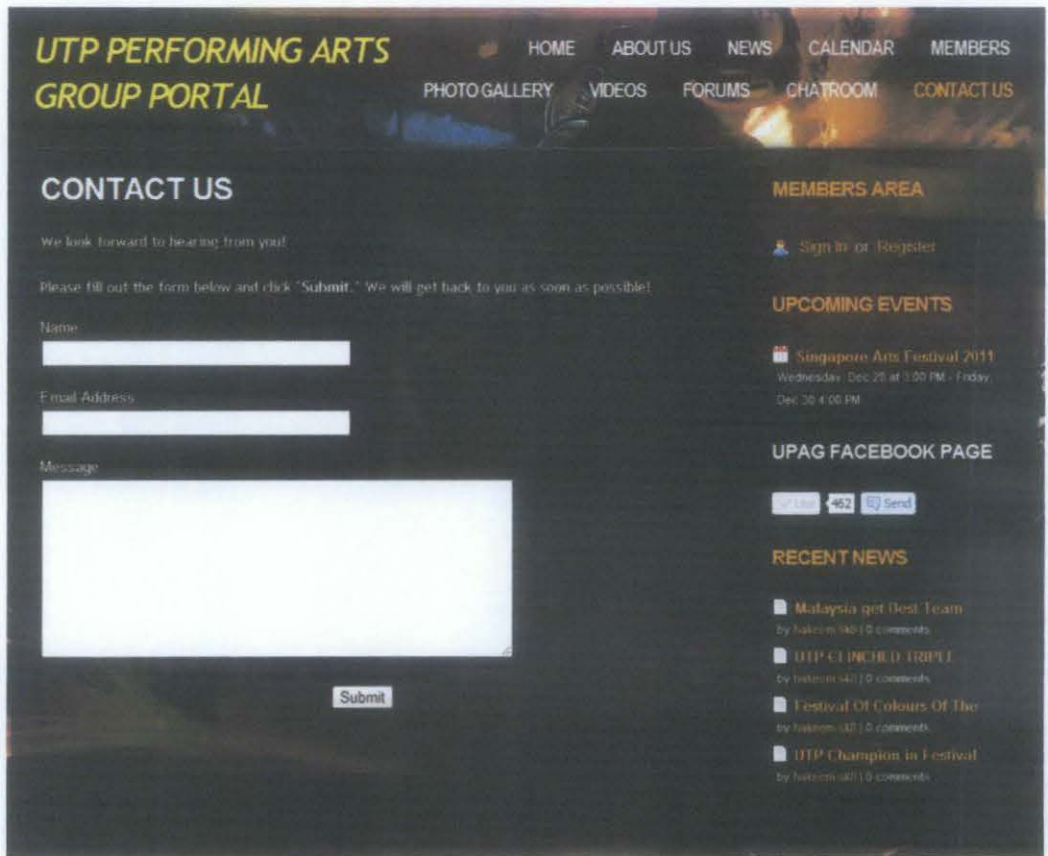


Figure 13: Contact Us Page

Contact Us Page

This page allows the users to contact UTP Performing Arts Group directly through email if they had any enquiries regarding the group.

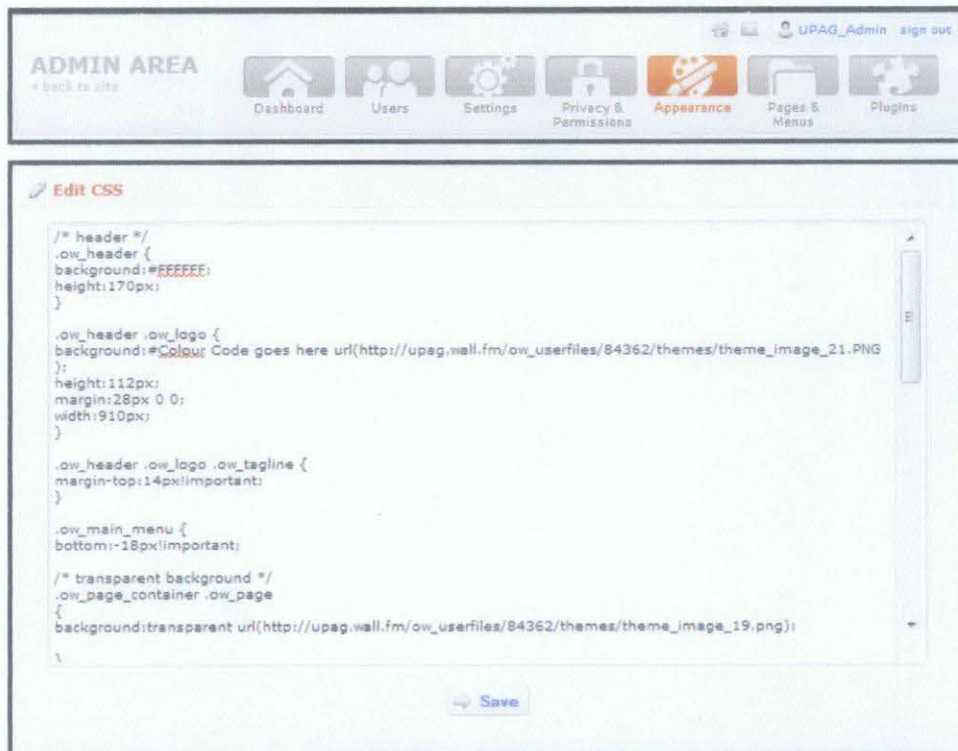


Figure 14: Admin Page

Admin Page

This is where the page was design by me. All the page elements are contains in here where I can customize it using HTML code. Besides that, in order to make sure this web portal look more attractive, plug-in also can be installed using HTML code which I can altered it to suit the need of the web portal.

4.4 PROJECT DELIVERABLES

The deliverables of this project includes the submission of few reports from the beginning of the project in Final Year Project 1 (FYP/1) that were submitted in January Semester 2011 and the other remaining reports submitted in Final year Project 2 (FYP/2) in July Semester 2011. The reports among others include:

- FYP/1 Extended Proposal (submitted in January Semester)
- FYP/1 Proposal Defense (presented to Supervisor and External Examiner in January Semester)
- FYP/1 Interim Report (submitted to Supervisor and External Examiner)
- FYP/2 Progress Report (submitted to Supervisor)
- FYP/2 Pre-EDX (presented with prototype and posters to External Examiners)
- FYP/2 Dissertation (to be submitted to External Examiner and Supervisor)
- FYP/2 Viva (to be presented to Supervisor and External Examiner)

This project delivered all of the required deliverables including the posters and the prototype for the project.

CHAPTER 5

CONCLUSION AND RECOMMENDATION

5 CONCLUSION AND RECOMMENDATION

As a conclusion, this portal could be considered as 70% completed because it has successfully produced the prototype as per being planned and according to the schedule of the project timeline. This portal has been able to produce almost all the functionalities that have been design in the Design phase of the project where inside all the functionalities; they integrate the core objective of this project which are:

- To create a portal for students and expert (UTP Performing Arts Group) to help them to have a two-ways communication regarding arts and culture especially in dance in UTP.
- To introduce and help the students to be aware of the existing of arts and culture group in UTP and their current activities.
- To integrate social network tools into a portal which can make it become more attractive and user-friendly.

5.1 RELEVANCY OF THE OBJECTIVES

This project is relevance to its objectives since all the functionalities designed in the design phase which has been designed specifically according to the objectives has been able to be developed. Thus, with all the main functionalities included in the portal to be added with some improvisation in interfaces and usability in the future, it is highly suggested that this portal if it is used in the future could promote arts and cultures especially dance into our community. There are strong potential that may exist for further development and pre-commercialization of the portal. Future works also should include usability testing and expansion to include other functionalities.

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