Proses dan Model Rekabentuk Pembangunan Aplikasi

Steps in Authoring Processes

- There are three steps required in authoring processes
  - Pre-Authoring
  - Authoring
  - Post-Authoring

Discussion Time..

- Discuss in group of 5, these steps in multimedia development.
- Give one example of each step.
- Share the outcomes of discussion to the class.

Steps in Authoring Processes

PRE-AUTHORING

- First step in multimedia authoring programs.
- It is about collecting, converting and adjusting the desired media (graphics, animation, audio and video) for your application.
- You will decide which types of media will be used in the application. Hence, the process of creating and converting the media will be carried out afterward.
- You will also conduct a necessary adjustment to the selected media.

Steps in Authoring Processes

AUTHORING

- The integration of all collected media in the application.
- The use of selected media in the application should be equalize in order to achieve the target concept or approach.
- In this level, the application interactivity will be added.
- To complete the processes of authoring, the packaging is required so that the application can be run standalone (.exe).

Steps in Authoring Processes

AUTHORING

- The packaged application is easier to disseminate and highly secured from being hacked or illegal copied.
- The packaged application cannot be edited or modify by other user.

Steps in Authoring Processes

POST AUTHORING

- The process of dissemination of the application to the target users.
- The method of dissemination can either in the form of CD-ROM or Network/Internet.
- CD-ROM will require a stand-alone packaging while Internet, you need to publish the application in web form.
- It requires additional software, shockwave in order to be viewed over the Internet.

Conclusion

1- Pre-Authoring

- Collect, convert
- and modify
- Media

2- Authoring

- interactivity
- & packaging

3- Post-Authoring

- Distribution/
- dissemination

PEMBANGUNAN PERISIAN

Jenis-Jenis PBK

- Tutorial
- Latih Tubi
- Simulasi
- Permainan

PEMBANGUNAN PERISIAN

Perisian Pembelajaran Berbantukan Komputer (PBK)

Perisian jenis ini bersifat "mengajar" penggunanya mengenai sesuatu perkara. Lazimnya, perisian pendidikan berbentuk tutorial, latih tubi, simulasi, dialog dan perisian model.

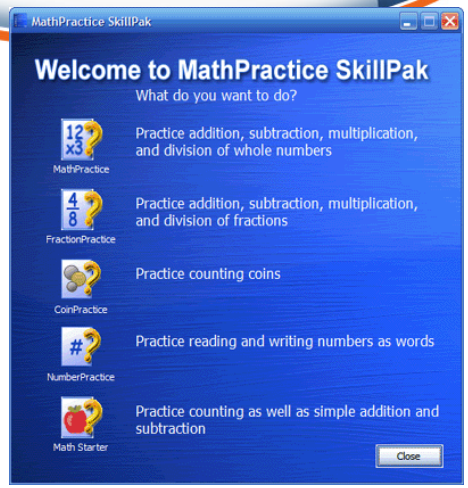
PEMBANGUNAN PERISIAN

Perisian tutorial

- Memberikan arahan langkah demi langkah untuk mengajar sesuatu konsep yang baru

PEMBANGUNAN PERISIAN

Perisian latih tubi



- Bertujuan untuk mengukuhkan konsep yang telah dipelajari dan membe peluang untuk pelajar melatih di mengaplikasikan konsep yang tel dipelajari.

PEMBANGUNAN PERISIAN

Perisian simulasi

- Membenarkan pelajar mengaplikasikan kemahiran atau konsep yang telah dipelajari dalam situasi sebenar

PEMBANGUNAN PERISIAN

Perisian Permainan

- Membenarkan pelajar mengaplikasikan kemahiran atau konsep yang telah dipelajari dalam situasi sebenar

PEMBANGUNAN PERISIAN

- Strategi pengajaran dalam PBK
  - ☐Latih tubi
  - ☐Tutorial
  - ☐Permainan
  - ☐Simulasi
  - ☐Penemuan
  - ☐Penyelesaian Masalah

PEMBANGUNAN PERISIAN

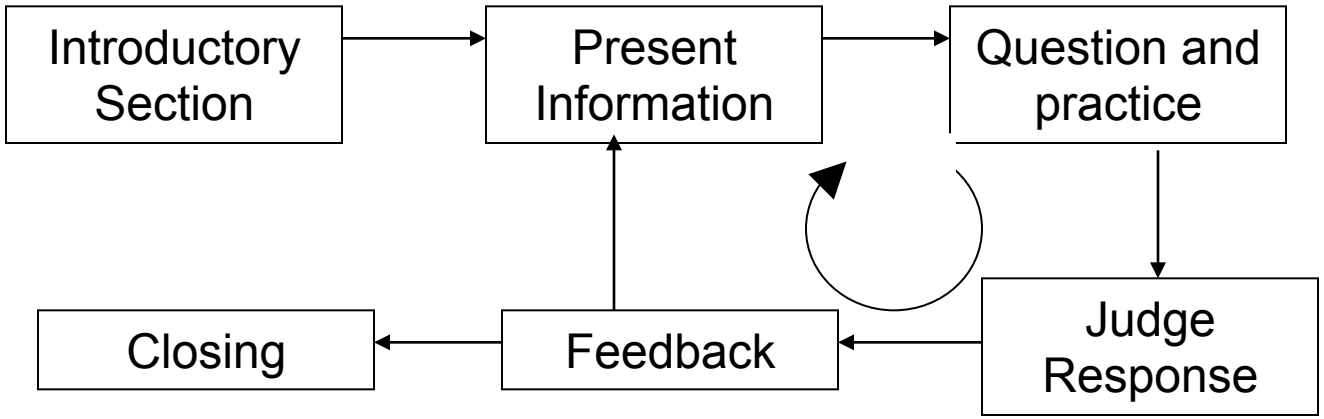
Latih tubi

- Untuk menilai semula kandungan yang telah diajar
- Mengimbas pengetahuan tentang fakta asas atau terminologi
- Memberikan soalan bertubi-tubi dalam bentuk pelbagai

PEMBANGUNAN PERISIAN

Tutorial

- Mempersembahkan maklumat atau pelajaran baru
- Mengajar pelajar konsep atau prinsip untuk sesuatu perkara



PEMBANGUNAN PERISIAN

Simulasi

- Simulations gives the students the chance to experience a domain, not just study it
- Experiences are based on interactions, not explainations
- Simulation can offer varying degree of realism, depending on student's background and interest

PEMBANGUNAN PERISIAN

Simulasi

- Two groups of simulations
  - *About something* simulations
    - Physical objector phenomenon that represented on the screen
  - *How to do something* simulations
    - Teach a sequence of actions to accompilsh goal

PEMBANGUNAN PERISIAN

Permainan

- Meaningful, relevant context
- Active participation in an interactive story
- Helps students to organize information, followed by putting knowledge to use
- Intrinsic motivitaion
- Challenge and curiosity are triggered

PEMBANGUNAN PERISIAN

Permainan

- A feeling of control, but with an edge of uncertainty
- Part art (creative) and part science (analytic)
- Weaving the educational content and game together into meaningful whole
- Importance of making the student a “co-designer”

PEMBANGUNAN PERISIAN

Penemuan

•Menggunakan pendekatan induktif-dilaksanakan oleh pelajar secara cuba jaya

Penyelesaian masalah

•Strategi ini dilaksanakan dengan pernyataan masalah, diikuti dengan pernyataan hipotesis, pemeriksaan data dan seterusnya pembentukan jalan penyelesaian

PEMBANGUNAN PERISIAN

- Pada akhir pembelajaran, pelajar dapat:
  - Mengenalpasti model reka bentuk perisian multimedia yang boleh digunakan.
  - Menyatakan perbezaan dan persamaan antara model reka bentuk perisian multimedia yang dibincangkan.