Design and User Satisfaction Digital Learning Through Kelana Peribahasa

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Abstract. Kelana Peribahasa is a digital learning approach that includes e-learning, teaching aids, teaching and learning strategies, and assessment tools. The approach used is online learning proverbs through digital devices of smartphones, tablets, and laptops. Module Designs are available in Jom Mengenal, Jom Baca, Jom Main, and Jom Nilai. Jom Mengenal is a module that is an introduction to Proverbs. Jom Baca is a module that contains a story proverbs produced by Digital Book Book. Digital Storybook which contains a proverbs story that covers Bloom's Taxonomy Cognitive Domain (Review). Jom Main is comprised of five activities that include activities through the use of QR Code Reader and Google Cloud technology applications. Activities performed based on Bloom's Taxonomy Cognitive Domain (Revised) level using the i-THINK thought map. The teaching and learning strategies used are the 21st-century learning approaches of 4C (Communication, Collaboration, Creative & Innovative, and Critical Thinking). It is digitally accessible and online. Assessment of activities (Jom Nilai) also through the use of online digital assessment tools. The testability of the Kelana Peribahasa is measured in terms of user satisfaction. The mean value of 4.81 for user satisfaction indicates that Permanent Discretion is desirable for digital learning. This innovation is a new change to teachers and students to realize the shift to Seven in Malaysia's Education Development Plan [1].

Keywords: Proverbs, Digital Learning, User Satisfaction, 21st Century Learning Skills

1. Introduction

The proverb is a Malay heritage that has special privileges in the language. This is because the Malay heritage of proverbs should be introduced to each generation so that this proverb is not forgotten and is not extinct in the ages. However, the role of proverbs in speech and writing is less often used. This phenomenon has shown that proverb is not used by the younger generation in conversations and writing.

In the school curriculum, the teaching is taught in the syllabus. It encompasses six types of proverbs that are proverbial, bidalan, comparisons, idioms, parables and words of wisdom. This is because the proficiency of the proverb should be applied from primary school because when the pupils learn the lesson
from the lower level, the students will understand the usage of the proverbs. However, teaching techniques that use textbooks cause students to be bored and less attentive when teachers teach. There are other approaches that can be used to increase the attention of students to the teaching of proverbs. Among the approaches is the teaching of multimedia applications through digital and online learning. The Proverb is created to generate students' thinking towards high-level thinking skills. Indirectly the realization of the Malaysian Education Development Plan [1] which emphasizes ICT in learning.

2. Research Objectives
The objective of this study is to:
   i. Identify the basic design of the Kelana Peribahasa
   ii. Identify the usefulness of the Proverbial Linguistics from the aspect of digital learning.

3. Research Questions
   i. What is the basic design of the Kelana Peribahasa?
   ii. Does Kelana Peribahasa give satisfaction to students learning digitally?

4. Research Methodology
The research methodology is divided into two:
   i. Development of Kelana Peribahasa based on ADDIE model.
      The methodology used to develop this software is based on the ADDIE Teaching Design Model. The ADDIE model is known as a generic model, which is the standard for multimedia course software development [2] ADDIE acronyms are abbreviations for Analysis, Design, Development, Implementation, and Evaluation. The model covers five main phases: Analysis, Design, Development, Implementation, and Evaluation [2,3,4].

   ii. Consumer Vulnerability (Satisfaction) Assessment on Probate Width Probability Testing methodology through questionnaire instrument. Instrument questionnaire was used to test the attributes of Kelana Peribahasa attributes to the students studied;

      • Satisfaction attributes
         Satisfaction is the level of comfort when using a system [5] Consumers are delighted and contented [6] using Proverbs.

         • Satisfaction is a subjective assessment of the system by consumers regarding the user-friendly level. Satisfaction as the last feature of usability measures the extent to which the user likes the system before actual use. This means that the system needs to be user-friendly so that users feel satisfied when using it.

   This study uses a questionnaire adapted from the questionnaire in [7] The sample questionnaire consisted of 17 students in a high school in the Besut district. A sample of five persons was sufficient to identify 85% of usability problems [6].

5. Analysis and Findings
The findings are divided into two:
   i. Development of the Kelana Peribahasa
Findings of the *Kelana Peribahasa* study. This Proverb is divided into four modules namely the *Jom Mengenal* Module, Jom Baca Module, Jom Play Module, and Value Jum Module. An example graphic interface for the main module is as Figure 1:

![Figure 1. Main Module of the Kelana Peribahasa](image)

- *Jom Kenal* Modules

![Figure 2. Jom Kenal Modules](image)

Figure 2 is a Community Identification of *Jom Kenal* Modules which is an introduction to the Malay proverbs and the types of Malay proverbs.

- *Jom Baca* Module
Figure 3 is a *Jom Baca* Module which is a Digital Book of Proverbs. The Digital Storybook which contains a proverbial story that covers the Bloom Taxonomy Cognitive Domain (Revised) level [8].

- *Jom Main* Module

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Figure 4 *Jom Main* Module
Figure 4 is the *Jom Main* Module which consists of five activities. These activities include activities through the use of QR Code Reader and Google Cloud technology applications. Activities are done based on Bloom’s Taxonomy Cognitive Domain (Review) through the use of the i-THINK thought map. The teaching and learning strategies used are the 21st-century learning approaches of 4C (Communication, Collaboration, Creative & Innovative and Critical Thinking) [9].

• *Jom Nilai Module*

![Jom Nilai Module](image)

**Figure 5. Jom Nilai Module**

Figure 5 is a *Jom Nilai* Module which includes assessment of activities through the use of online digital assessment tools. The activities are assessed through Google Cloud technology.

ii. Assessment of *Kelana Peribahasa*

The testability of *Kelana Peribahasa* is measured in terms of user satisfactory. Table 1 is the result of the findings of consumer satisfaction on *Kelana Peribahasa*. Form one student of a secondary school in the Besut District is tested for the findings.

| Statement/Item | 1  | 2  | 3  | 4  | 5  | Min |
|----------------|----|----|----|----|----|-----|
| I enjoy using *Kelana Peribahasa*. | 0% | 0% | 0% | 5.9% | 94.1% | 4.94 |
| Being proverbial doesn't disappoint me. | 0% | 0% | 0% | 5.9% | 94.1% | 4.94 |
| Being proverbial can boost my motivation to continue studying. | 0% | 0% | 0% | 17.6% | 82.4% | 4.82 |
| Learning through Linguistics has been a great experience for me. | 0% | 0% | 0% | 29.4% | 70.6% | 4.71 |
| I am pleased to use the entire Proverb. | 0% | 2% | 2% | 11.8% | 11.8% | 4.65 |

Table 1. User Satisfaction Questionnaire on the *Kelana Peribahasa*
Overall Avg | 0% | 0% | 2.36% | 14.12% | 83.54% | 4.81
---|---|---|---|---|---|---
1 = Strongly Disagree, 2 = Disagree, 3 = Less Agree, 4 = Agree, 5 = Strongly Agree

**Figure 6.** Percentage of Users Satisfaction for the *Kelana Peribahasa*

The overall mean findings for consumer satisfaction on Kelana Peribahasa Lectures are 4.81 (Table 1). Based on the mean score interpreted it shows the satisfaction attributes are high where the student agrees the *Kelana Peribahasa* based on Cognitive Domain Bloom Taxonomy (Review) and deserves to be used as a digital learning tool.

Figure 6 is a percentage of consumer satisfaction charts on the *Kelana Peribahasa*. The percentage of finding for scale is very agreeable is as much as 83.5. This shows a high insight and gives users satisfaction and enjoyment.

### 6. Comments and Suggestions of Respondents

Table 2 is a summary of the comments and suggestions that users have provided.

**Table 2.** Part of Comments and User Recommendations

| No | Comments and Suggestions |
|----|--------------------------|
| 1. | I like the *Kelana Peribahasa* because it can test the ability of my thinking skills and improve my knowledge as well as deepen my relationships with my classmates and mentor teachers. |
| 2. | I like it because the *Kelana Peribahasa* used IT which is a part of the 21st century. I hope teachers in this school use this method for teaching. |
| 3. | Learning using *Kelana Peribahasa* is a lot more fun and help me in learning new proverbs easily and using the internet and other technologies. |
| 4. | I like this way of learning using technology. I hope to learn to use technology every day. |
7. Conclusion
Therefore, digital literacy and teaching process can and should be applied in all Malaysian schools so students will be exposed to new methods of learning. Additionally, this process can provide disabilities and improvements in the teaching process by teachers. The policy of the ministries related to the prohibition of bringing mobile digital equipment to school should be reviewed and should be allowed.

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