Design And Development for iBook: The Concept of Multimedia, Sound and Video

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This report is submitted in partial fulfilment of the requirements for the Bachelor of Computer Science (Multimedia Interactive)

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SUPERVISOR : (DR. HJH. NORASIKEN BT BAKAR) DATE : 11/2/14

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DEDICATION

This thesis is dedicated specially to my parents for the continuous support towards me. Thank you for putting all their trust and support both physically and emotionally towards me. I hope I will be able to them happy and proud of me. I would also like to dedicate this project to the lecturers who have thought me from the moment I started enrolled into the course until the end. I would not be able to do anything without the knowledge they had gave to me.
ACKNOWLEDGEMENT

I would like to thank my supervisor, Dr. Hjh Norasiken bt Bakar who is there always supporting me and giving meaningful advices during the process to complete this project. When even I doubt myself her encouragement and advices give me strengths to complete this project.

I would also like to thank my parents and family who always there to support me in everything I do. They gave me everything I need to complete this project. Without their support, I do not think I will be able to complete this project until the end. Their happiness is my greatest happiness.

Finally, I would like to thank my friends who are always there when I need them. Thank you for guiding me during the process to complete this project when I am a little bit lost.
ABSTRACT

This project is an iBook project that is based on the subject of Multimedia System and is delivered to the user by using the iPad from Apple. iBook is an interactive e-book. This iBook will be used by degree students who enrol Multimedia System subject. Hopefully, this iBook are able to help students to learn on their own. The iBook contain interactive elements such as videos, image gallery, popup images, 3D objects and puzzles. This iBook is to attract the Z generation students to read more books. Students get easily bored and sleepy to read a textbook that have fully text in it. So, the iBook is the solution for the students to learn and read the textbook in a fun way. Anyway, the concept of book is they must have text in it. But, the text is less than in the textbook and there are some visual explanations in terms of video or anything else that will help the students to understand better. Besides, this iBook is good for a slow learner student. They can view the examples or the explanations given repeatedly until they understand what it is all about. This project is using iBook Author that can only be used in MacBook or iMac. The iBook Author contain several widgets that helps to develop the content in iBook. For example 'Gallery' widget to insert a bunch of pictures, 'Media' widget to put videos, 'Review' to insert questions for the students to answer to test their understanding regarding the topic, 'Keynote' widget to insert interactive slides from Keynote application, 'Interactive Image' widget to insert image with several parts that can be point and zoom in towards the point, '3D' widget to put 3D image and students can rotate the image, 'Scrolling Sidebar' widget to put text or image with explanation in it, 'Pop Over' widget where user can tap on the image it will pop over the explanation about the image, and 'Html' widget to insert anything from other source. Besides, there are more amazing widgets that developers are able to get from Bookry.com. We can build some puzzle regarding the topic for the students to play and rest their mind while studying. There is Calculator widget, Notepad widget, Before and After widget and many more.
ABSTRAK

# TABLE OF CONTENT

<table>
<thead>
<tr>
<th>CHAPTER</th>
<th>SUBJECT</th>
<th>PAGE</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>DECLARATION</td>
<td>i ii</td>
</tr>
<tr>
<td></td>
<td>DEDICATION</td>
<td>iii</td>
</tr>
<tr>
<td></td>
<td>ACKNOWLEDGEMENTS</td>
<td>iv</td>
</tr>
<tr>
<td></td>
<td>ABSTRACT</td>
<td>v</td>
</tr>
<tr>
<td></td>
<td>ABTRAK</td>
<td>vi</td>
</tr>
<tr>
<td></td>
<td>TABLE OF CONTENT</td>
<td>vii</td>
</tr>
<tr>
<td></td>
<td>LIST OF TABLES</td>
<td></td>
</tr>
<tr>
<td></td>
<td>LIST OF FIGURES</td>
<td></td>
</tr>
<tr>
<td></td>
<td>LIST OF ABBREVIATIONS</td>
<td></td>
</tr>
</tbody>
</table>

## CHAPTER I  INTRODUCTION

1.0 Project Background  
1.1 Problem Statements  
1.2 Objectives  
1.3 Scopes  
1.3.1 Specific User  
1.3.2 Specific Functionality  
1.4 Project Significance  
1.5 Expected Output  
1.6 Summary
CHAPTER II  LITERATURE REVIEW

2.0 Introduction 7
2.1 Area of Study 7
   2.1.1 Generation Z 8
   2.1.2 Personal Learning Environment (PLE) 9
   2.1.3 Traditional vs Flipped Classroom 10
   2.1.4 Uses of iPad in Teaching and Learning 10
2.2 Existing System 11
   2.2.1 The Royal Wedding Official Program 11
      2.2.1.1 Features 13
   2.2.2 iPad User Guide 13
      2.2.2.1 Features 15
   2.2.3 Cinderella and Other Stories by Richard Harding Darvis 15
      2.2.3.1 Features 17
2.3 Comparison of Existing System 17
2.4 Summary 18

CHAPTER III  PROJECT METHODOLOGY

3.0 Introduction 19
3.1 Research Activity 19
   3.1.2 Data Gathering 19
CHAPTER IV ANALYSIS

4.0 Introduction 28
4.1 Product Analysis 29
  4.1.1 Current Scenario Analysis 30
  4.1.2 Learning Content 32
  4.1.3 Software Requirement 34
  4.1.4 Hardware Requirement 35
4.2 Summary 36

CHAPTER V DESIGN AND IMPLEMENTATION

5.0 Introduction 37
5.1 Design/Product Process 38
  5.1.1 Design Architecture 38
  5.1.2 Product Development Process 40
CHAPTER VI
TESTING AND EVALUATION

6.0 Introduction 53
6.1 Test Plan 54
   6.1.1 Test User 54
   6.1.2 Test Environment 55
   6.1.3 Test Schedule 56
   6.1.4 Test Strategy 57
6.2 Test Implementation 57
   6.2.1 Test Description 58
   6.2.2 Test Data 64
6.3 Test Result and Analysis 70
6.4 Analysis Testing 75
6.5 Summary 82

CHAPTER VII
CONCLUSION

7.0 Introduction 84
7.1 Discussion 84
   7.1.1 To identify whether iBook can be used in flipped classroom in
       Univerisiti Teknikal Malaysia Melaka among the first year undergraduates 84
   7.1.2 To develop the design element for 85
interactive book

7.1.3 To evaluate the effectiveness of the Multimedia System iBook among the students

7.2 Observation on Weaknesses and Strengths 85
  7.2.1 Project Strength 86
  7.2.2 Project Weaknesses 87

7.3 Propositions for Improvement 88

7.4 Contribution 88

7.5 Conclusion 88

REFERENCES 90

APPENDIX A Learning Design 91
APPENDIX B Gantt Chart 100
APPENDIX C Storyboard Design 108
APPENDIX D Pre-test Questions 105
APPENDIX E Post-test Questions 109
# LIST OF TABLES

<table>
<thead>
<tr>
<th>TABLE</th>
<th>TITLE</th>
<th>PAGE</th>
</tr>
</thead>
<tbody>
<tr>
<td>1.1</td>
<td>Modules of the Project</td>
<td>4</td>
</tr>
<tr>
<td>2.1</td>
<td>Comparison of Existing System</td>
<td>17</td>
</tr>
<tr>
<td>3.1</td>
<td>ADDIE Model</td>
<td>21</td>
</tr>
<tr>
<td>4.1</td>
<td>Strength and Weakness of The Royal Wedding Official Program</td>
<td>29</td>
</tr>
<tr>
<td>4.2</td>
<td>Strength and Weakness of iPad User Guide</td>
<td>31</td>
</tr>
<tr>
<td>4.3</td>
<td>Strength and Weakness of Cinderella and Other Stories by Richard Harding Davis</td>
<td>32</td>
</tr>
<tr>
<td>5.1</td>
<td>Basic Flow of the Application</td>
<td>38</td>
</tr>
<tr>
<td>6.1</td>
<td>Hardware and Software Requirements</td>
<td>56</td>
</tr>
<tr>
<td>6.2</td>
<td>Schedule of Testing Activity</td>
<td>56</td>
</tr>
<tr>
<td>6.3</td>
<td>User’s Level of Satisfaction and Description for Experts and Lecturers</td>
<td>58</td>
</tr>
<tr>
<td>6.4</td>
<td>User’s Level of Satisfaction and Description for Students</td>
<td>58</td>
</tr>
<tr>
<td>6.5</td>
<td>Testing Form for Learnability Testing</td>
<td>59</td>
</tr>
<tr>
<td>6.6</td>
<td>Testing Form for Effectiveness Testing</td>
<td>60</td>
</tr>
<tr>
<td>6.7</td>
<td>Testing Form for Ease of Use Testing</td>
<td>61</td>
</tr>
<tr>
<td>6.8</td>
<td>Testing Form for Flexibility Testing</td>
<td>62</td>
</tr>
<tr>
<td>6.9</td>
<td>Testing Form for Content Testing</td>
<td>62</td>
</tr>
<tr>
<td>6.10</td>
<td>Testing Form for Functionality Testing</td>
<td>63</td>
</tr>
<tr>
<td>6.11</td>
<td>Testing Form for Interface Testing</td>
<td>63</td>
</tr>
<tr>
<td>6.12</td>
<td>The List of Name of the Multimedia Experts and Lecturers</td>
<td>64</td>
</tr>
<tr>
<td>6.13</td>
<td>Test Data for the Learnability Testing for Alpha Tester</td>
<td>65</td>
</tr>
</tbody>
</table>
6.14 Test Data for the Effectiveness Testing for Alpha Tester (Multimedia Expert) 65
6.15 Test Data for the Ease of Use Testing for Alpha Tester (Multimedia Expert) 65
6.16 Test Data for the Flexibility Testing for Alpha Tester (Multimedia Expert) 65
6.17 Test Data for the Learnability Testing for Alpha Tester (Lecturers) 65
6.18 Test Data for the Effectiveness Testing for Alpha Tester (Lecturers) 66
6.19 Test Data for the Ease of Use Testing for Alpha Tester (Lecturers) 66
6.20 Test Data for the Flexibility Testing for Alpha Tester (Lecturers) 66
6.21 Test Data for the Content Testing for Alpha Tester (Students) 67
6.22 Test Data for the Functionality Testing for Alpha Tester (Students) 68
6.23 Test Data for the Interface Testing for Alpha Tester (Students) 69
6.24 Test Data for the Pre-Test Quiz 70
6.25 Test Data for the Post-test Quiz 70
6.26 Test Results for the Learnability Testing for Alpha Tester (Multimedia Expert) 71
6.27 Test Results for the Effectiveness Testing for Alpha Tester (Multimedia Expert) 71
6.28 Test Results for the Ease of Use Testing for Alpha Tester (Multimedia Expert) 72
6.29 Test Results for the Flexibility Testing for Alpha Tester (Multimedia Expert) 72
6.30 Test Results for the Learnability Testing for Alpha Tester 72
<table>
<thead>
<tr>
<th>Section</th>
<th>Description</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>6.31</td>
<td>Test Results for the Effectiveness Testing for Alpha Tester (Lecturers)</td>
<td>72</td>
</tr>
<tr>
<td>6.32</td>
<td>Test Results for the Ease of Use Testing for Alpha Tester (Lecturers)</td>
<td>73</td>
</tr>
<tr>
<td>6.33</td>
<td>Test Results for the Flexibility Testing for Alpha Tester (Lecturers)</td>
<td>73</td>
</tr>
<tr>
<td>6.34</td>
<td>Test Results for the Content Testing for Alpha Tester (Students)</td>
<td>73</td>
</tr>
<tr>
<td>6.35</td>
<td>Test Results for the Functionality Testing for Alpha Tester (Students)</td>
<td>73</td>
</tr>
<tr>
<td>6.36</td>
<td>Test Results for the Interface Testing for Alpha Tester (Students)</td>
<td>74</td>
</tr>
<tr>
<td>6.37</td>
<td>Pre-Test Test Result</td>
<td>74</td>
</tr>
<tr>
<td>6.38</td>
<td>Post-Test Test Result</td>
<td>75</td>
</tr>
<tr>
<td>FIGURES</td>
<td>TITLE</td>
<td>PAGE</td>
</tr>
<tr>
<td>---------</td>
<td>--------------------------------------------------------</td>
<td>------</td>
</tr>
<tr>
<td>2.1</td>
<td>The Royal Wedding Official Program iBook</td>
<td>12</td>
</tr>
<tr>
<td>2.2</td>
<td>Screenshot for The Royal Wedding Official Program iBook</td>
<td>12</td>
</tr>
<tr>
<td>2.3</td>
<td>Screenshot for The Royal Wedding Official Program iBook</td>
<td>12</td>
</tr>
<tr>
<td>2.4</td>
<td>Screenshot for The Royal Wedding Official Program iBook</td>
<td>13</td>
</tr>
<tr>
<td>2.5</td>
<td>iPad User Guide iBook</td>
<td>14</td>
</tr>
<tr>
<td>2.6</td>
<td>Screenshot for iPad User Guide iBook</td>
<td>14</td>
</tr>
<tr>
<td>2.7</td>
<td>Screenshot for iPad User Guide iBook</td>
<td>14</td>
</tr>
<tr>
<td>2.8</td>
<td>Screenshot for iPad User Guide iBook</td>
<td>15</td>
</tr>
<tr>
<td>2.9</td>
<td>Cinderella and Other Stories by Richard Harding Davis</td>
<td>16</td>
</tr>
<tr>
<td>2.10</td>
<td>Screenshot for Cinderella and Other Stories by Richard Harding Davis</td>
<td>16</td>
</tr>
<tr>
<td>2.11</td>
<td>Screenshot for Cinderella and Other Stories by Richard Harding Davis</td>
<td>16</td>
</tr>
<tr>
<td>2.12</td>
<td>Comparison of existing system</td>
<td>17</td>
</tr>
<tr>
<td>3.1</td>
<td>ADDIE Model Instructional Design</td>
<td>21</td>
</tr>
<tr>
<td>3.2</td>
<td>Flowchart System</td>
<td>30</td>
</tr>
<tr>
<td>5.1</td>
<td>Basic flow of the application</td>
<td>38</td>
</tr>
<tr>
<td>5.2</td>
<td>Course Map for Chapter 1 (The Concept of Multimedia)</td>
<td>40</td>
</tr>
<tr>
<td>5.3</td>
<td>Course Map for Chapter 5 (Sound)</td>
<td>40</td>
</tr>
</tbody>
</table>
5.4 Course Map for Chapter 1 (Video) 41
5.5 iBook Cover for Chapter 1 (The Concept of Multimedia) 42
5.6 The Table of Content for Chapter 1 (The Concept of Multimedia) 42
5.7 Content for Chapter 1 (The Concept of Multimedia) 43
5.8 Content for Chapter 1 (The Concept of Multimedia) 43
5.9 Content for Chapter 1 (The Concept of Multimedia) 44
5.10 Quiz and Crossword Puzzle in Chapter 1 (The Concept of Multimedia) 44
5.11 Quiz Interface in Chapter 1 (The Concept of Multimedia) 45
5.12 Crossword Puzzle interface in Chapter 1 (The Concept of Multimedia) 45
5.13 iBook Cover for Chapter 5 (Sound) 46
5.14 The Table of Content for Chapter 5 (Sound) 46
5.15 Content for Chapter 5 (Sound) 47
5.16 Content for Chapter 5 (Sound) 47
5.17 iBook Cover for Chapter 6 (Video) 48
5.18 The Table of Content of Chapter 6 (Video) 48
5.19 Content for Chapter 6 (Video) 49
5.20 Content for Chapter 6 49
5.21 Widgets in the iBook Author 51
5.22 Developing an iBook Using the iBook Author 52

6.1 The graph for the Learnability testing for alpha tester (Multimedia expert) 75
6.2 The graph for the Effectiveness testing for alpha tester (Multimedia expert) 76
6.3 The graph for the Ease of Use testing for alpha tester (Multimedia expert) 77
6.4 The graph for the Flexibility testing for alpha tester (Multimedia expert) 77
6.5 The graph for the Learnability testing for alpha tester (Lecturers) 78
6.6 The graph for the Effectiveness testing for alpha tester (Lecturers) 78
6.7 The graph for the Ease of Use testing for alpha tester (Lecturers) 79
6.8 The graph for the Flexibility testing for alpha tester (Lecturers) 79
6.9 The graph for the Content testing for alpha tester (Students) 80
6.10 The graph for the Functionality testing for alpha tester (Students) 80
6.11 The graph for the Interface testing for alpha tester (Students) 81
6.12 The graph for the Pre-test result 81
6.13 The graph for the post-test result 82
**LIST OF ABBREVIATION**

<table>
<thead>
<tr>
<th>ABBREVIATION</th>
<th>DESCRIPTION</th>
</tr>
</thead>
<tbody>
<tr>
<td>UTeM</td>
<td>Universiti Teknikal Malaysia Melaka</td>
</tr>
<tr>
<td>2D</td>
<td>2 Dimensions</td>
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<tr>
<td>3D</td>
<td>3 Dimensions</td>
</tr>
</tbody>
</table>
CHAPTER I

INTRODUCTION

1.0 Project Background

Multimedia System (BITM 1113) is a compulsory subject that needs to be enrolled by all first year students of Faculty of Information and Communication Technology. The subject will allow the students to interpret the core concept of multimedia elements as well as construct multimedia applications by combining the elements of multimedia. Under one main project title “Multimedia System iBook for Faculty of Information and Communication Technology (FTMK), Universiti Teknikal Malaysia Melaka (UTeM)”, where there are 5 chapters and the chapters given are chapter 1, 5 and 6.

Chapter 1 is The Concept of Multimedia that will introduce the students with the definition of multimedia, multimedia technology and terminology as well as the type of multimedia system. Chapter 5 is Sound, where students will be able to learn more about the sound in multimedia such as the principles of sound, the audio file formats, the concepts of sounds, the frequency, amplitude and more. Chapter 6 is Video where students will learn about digital video, editing and also using it in multimedia project. Each chapter has its own assessment that needs to be
CHAPTER I

INTRODUCTION

1.0 Project Background

Multimedia System (BITM 1113) is a compulsory subject that needs to be enrolled by all first year students of Faculty of Information and Communication Technology. The subject will allow the students to interpret the core concept of multimedia elements as well as construct multimedia applications by combining the elements of multimedia. Under one main project title “Multimedia System iBook for Faculty of Information and Communication Technology (FTMK), Universiti Teknikal Malaysia Melaka (UTeM)”, where there are 5 chapters and the chapters given are chapter 1, 5 and 6.

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done by the students. An iBook is developed using the iBooks Author which can be downloaded into an iMac or a MacBook. Students can download the iBooks from the iBooks Store directly into their iPad, iPhone and even iPod touch but first they have to download the iBook application from the App Store.

This project is built to create a new learning environment known as flipped classroom where the lecture hours are no longer used to deliver information but used to interact and communicate with the students along with doing some activities in class. This project will also help the students to learn on their own but is able to get the information as in the lecturer is in front of them. This iBook will convey the information and assessments interactively by them communicating with their own iPad or iPhone. This will allow them to absorb information on their own pace where the slow and fast learners can go through the iBook with their own desire.

1.1 Problem Statements

The problem that every lecturer faces every time is how to approach their students who are known as the Generation Z. This generation is very technology oriented and teaching using the conventional way and even using the presentation slides did not seem to help these lecture. Although the subject being teach is called ‘Multimedia System’ the lecturer did not seem to bother to include the elements in their teaching process. Students need examples in order to understand. To make the students fully understand, lecturers should think on incorporating examples that are closed to the students that they can relate to. Instead of giving example of animation from the movie produce by PIXAR, why not give an example of an animation that was produced locally for example like Upin & Ipin. iBook allows the lecturers to do such thing. The interactivity in available in the iBook will allow the students to explore the subject by themselves thus allowing them to take control of their own learning process.
Usually each lecturer is given 2 hours of lectures session for them to deliver the information to their students. Due to short amount of time and the large amount of information are needed to be given, the 2 hours’ time seem so short. Lecturer did not have time to interact with the students, Q & A session could not be held and even the lecturer can’t make sure that all students are able to digest the information that was just given to them. Students should be left to explore a certain topic by themselves. This will help them find the part where their strength and weakness is. Once they enter the class, the student will be able to ask related questions with their lecturer thus making conversation between them possible.

ADDIE model will be used in the entire development process. Hopefully by developing this project the students are able to understand each chapter of iBook complete with interactivity and exercises that can help their interest and engagement of this particular subject.

1.2 Objectives

The objectives of the project must be stated clearly to ensure that the project working properly and smooth. This will not only ease the development of the system but also for those who are involve in this project. Below are the objectives for this project:

- To identify whether iBook can be used in flipped classroom in Univerisiti Teknikal Malaysia Melaka among the first year undergraduates.
- To develop the design element for interactive book.
- To evaluate the effectiveness of the Multimedia System iBook among the students.
1.3 Scope

The scope of this project is focused on the two fields which are specific user and module or functionality. Each area is described in the Section 1.4.1 for specific user and 1.4.2 for module or functionality.

1.3.1 Specific User

The main target user is for the students of Universiti Teknikal Malaysia Melaka who enrol for the subject Multimedia System (BITM 1113). The iBook can be downloaded into their ipad thus making it very portable and they can read it anywhere they want. Apart than that, the learning tools can be used by lecturer as guideline to teach their student in more interactive approaches.

1.3.2 Specific Functionality

<table>
<thead>
<tr>
<th>No.</th>
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<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Video</td>
<td>Allow users to watch the video included in the iBook. Video is captured and edited by the developer.</td>
</tr>
<tr>
<td>2</td>
<td>Interactive image</td>
<td>Allow users to touch the images, playing with them to gain more information.</td>
</tr>
<tr>
<td>3</td>
<td>Audio</td>
<td>Allow users to play the audio file embedded in the iBook.</td>
</tr>
<tr>
<td>4</td>
<td>Crossword puzzles</td>
<td>To avoid users from getting bored, such game can be insert and also allowing users to interact with the iBook.</td>
</tr>
<tr>
<td>5</td>
<td>3D model</td>
<td>Instead on inserting 2D images, users can see example provided in a 3D model.</td>
</tr>
<tr>
<td>6</td>
<td>Quiz</td>
<td>Allow assessment to be done to understand the level of understanding of the students.</td>
</tr>
<tr>
<td>7</td>
<td>2D Animation</td>
<td>To helps users understand better, some examples are explain in the form of a 2D animation</td>
</tr>
</tbody>
</table>

Table 1.1: Modules of the project