



BORANG INVENTORI PROJEK PELAJAR

PERKARA	MAKLUMAT INFORMATION
Program <i>Program</i>	DUP
Jabatan <i>Department</i>	PERLANCONGAN DAN HOSPITALITI
Semester/ Tahun <i>Semester/ Year</i>	LIMA
Tajuk Projek <i>Project Title</i>	FLASH CARD OF BANDA HILIR VIA QR CODE
Jenis Projek <i>Type of Project</i>	INOVASI
Kategori Kluster Penyelidikan <i>Category/ research Cluster</i>	SAINS SOSIAL
Ahli Kumpulan <i>Group member</i>	1. NAFIZAH IZZATI BINTI ZAIDI 991228-01-6480 2. PATTINYA SAUWARIE A/P WI WAT 990413-03-5478 3. SITI NURAISSYA BINTI ABU SAMAH 991227-05-5242 4. NUR SYASYA SAHIRA BINTI MUSLI 991217115360 5.
Penyelia <i>Supervisor</i>	ROHAYATUL AKMA BINTI ABU BAKAR 810118-01-5756
Penyelia Bersama <i>Co-Supervisor</i>	
Abstrak <i>Abstract</i>	<p>Melaka is a famous tourist destination with a rich cultural heritage, subsequent to the colonial rule of Portuguese, Dutch and British. Nowadays, there are technology that can be use if want to know about something. QR Code can immediately connect students to virtual environment of information and entertainment. The researchers found out that students are losing their interested in learning subjects that involve facts. Quantitative method is a techniques used by distributing questionnaires to respondents. Researchers will be distributing a number of questionnaires to students and teachers at Sekolah Kebangsaan Merlimau Dua to access their level of acceptance towards a Flash Card. After that, the data obtained will be analyzed using IBM SPSS. The results of this study</p>

	would be accepted. Teachers may added added new information of the QR Code if needed in the future. Teachers can create a simple question to students to answer, a short history and so on.
Keyword <i>Keyword</i> (max 5 word)	Flash Card
Objektif Projek <i>Project Objectives</i>	<ol style="list-style-type: none"> 1. To create another method of teaching and learning process among students in SKM Dua. 2. To make flash card for educational tools which is to attract students to learn more about history of tourism product in Banda Hilir.
Skop Projek <i>Project scope</i>	We do the educational tools which is Flach Card of Banda Hilir via QR Code. Our target market is school students. The challenges is QR Code have to update and need to buy QR reader.

IP No		
Dapatan <i>Finding</i> (500 words max)	Researchers will be distributing a number of questionnaires to students and teachers at Sekolah Kebangsaan Merlimau Dua to access their level of acceptance towards a Flash Card.	
Cadangan untuk kerja-kerja akan datang <i>Suggestion for future work</i> (500words)	The flash card can still be used as a subject for other subjects such as Bahasa Melayu, English, Science and others. With a variety of subjects using method, students will find it easier to understand the subject. Students will also have fun while learning using these methods. It also makes it easier for students to take them anywhere because the flash card is small and light. Students can also use flash cards as a reference material during their study.	
Gambar berkaitan projek <i>Picture related to project</i> (700kb)		

Rating/Level	JABATAN	

Borang ini perlu diisi oleh pelajar dan dihantar kepada penyelia/ penyelaras projek dalam bentuk hardcopy dan softcopy (borang LAMPIRAN J) dan gambar hasil projek dalam format jpeg/bitmap) bersama laporan akhir dan hasil projek.

