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Digital Storytelling Design with Augmented Reality Technology for Remedial Students in Learning Bahasa Melayu

PROCEEDINGS

Hafiza Abas, Universiti Teknologi Malaysia, Malaysia ; **Halimah Badioze Zaman**, Universiti Kebangsaan Malaysia, Malaysia

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 Abstract & Citation

Abstract

Storytelling is one of the interesting elements that should be append in education process in a formal and structured way. From the observations and interviews made during January until June 2009 in one of the government schools, we found that remedial students have problems in engagement and focus during learning sessions. The main purpose of this study is to design a framework for digital storytelling (DS) as a guideline to follow and adapt during the development process. The first part of this paper is on the research background which gives an overview on research objectives, users, Bahasa Melayu, DS and augmented reality (AR) technology It is also shows the data of difficulty in learning during a reading process. The next section is on the DS framework. DS and AR technology elements are expected to give engagement, focus and stronger user experience in improving listening skills, enriching the vocabulary and ability to narrate. In addition, moral and emotional values and learning theories are also adapted.

Citation

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