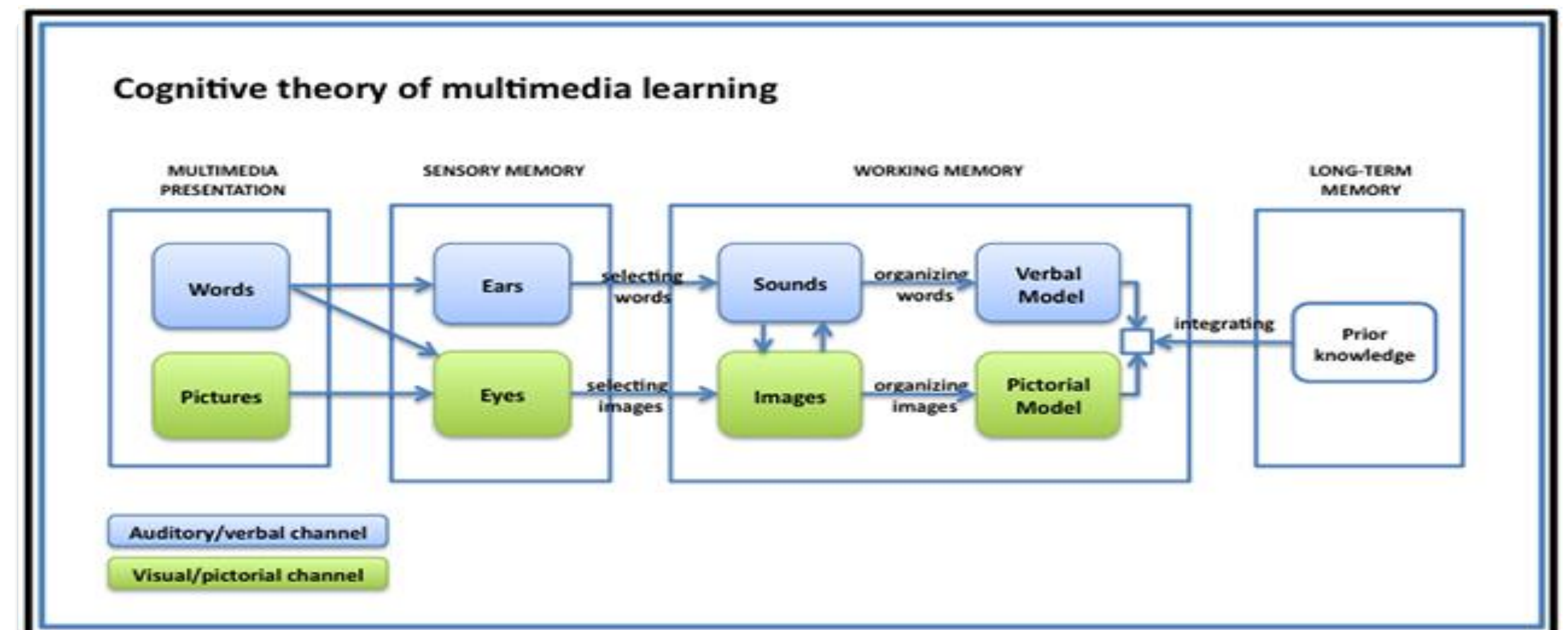
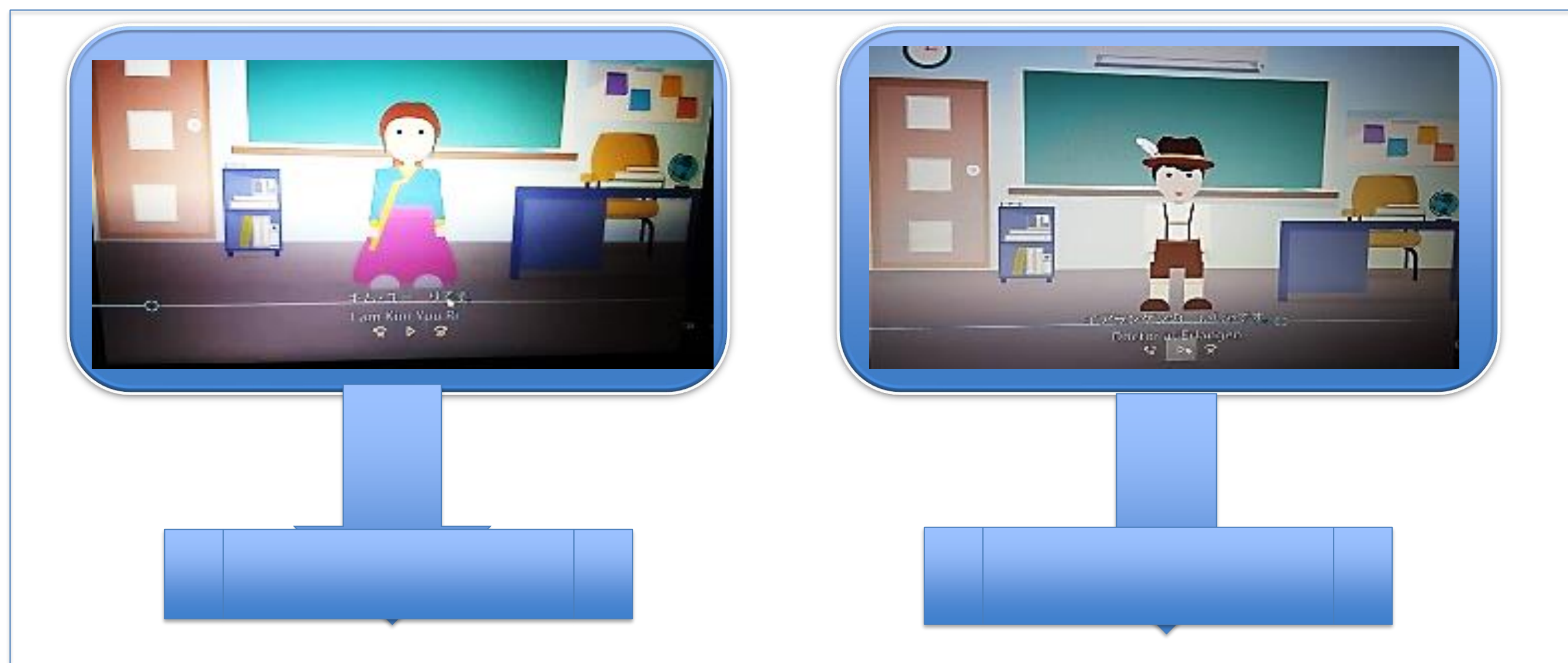


# INTERACTIVE MULTIMEDIA WEBSITE IN LEARNING BASIC JAPANESE - AN ANIMATED WAY TO LEARN JAPANESE

LY2019002093, LY2019002094, AR2019003402, AR2019003405, FM2019005071



This web based learning project is developed to enable user to learn Basic Japanese language vocabularies and grammar using e-learning platform application. Incorporating multimedia, such as, animation, songs, graphic, movie and internet might prove to be successful in turning the traditional classrooms to communicative as well as student-centred classrooms. Therefore, media such as movies or documentaries are among the best means for providing authentic speech and conversations.

They are a "replica" of everyday dialogue. This will lead to a better foreign language teaching and learning experience.. This web site has been developed into two topics which is "Self -Introduction" and "How much is it?" Overall, the user satisfaction towards the usability of the website has been proven through the results of the questionnaire distributed to them.

## INVENTION

- Each topic consist six modules, i.e. Lesson module, vocabulary module, grammar module, country/ building module, conversation module and quiz module.
- The lesson module consist the sentence pattern which the users has to acquire for each topic developed for this website.
- The vocabulary module introduce the vocabulary item in flash cards to assist users to learn them in Japanese and English.
- The grammar module highlight the grammar aspect to be learned in each topic.
- The country/building module are designed in animated dialogues to learn simple dialogue in fun ways.
- The conversation module is designed for more complex dialogue using animation.
- In the quiz module, user can take a quiz to test their understanding in basic Japanese language

## ADVANTAGES

- ❖ The expected outcomes from these six modules after completing the lessons is to ensure users will be able to read, write, speak and listen at beginner level.
- ❖ In terms of contents and presentations, the students' response showed that a well presented lesson is due to its interactions with learners and content relevancy.
- ❖ The interactive online multimedia instruction on basic Japanese lesson could help students understand and know Japanese vocabularies and grammar.

## MARKET POTENTIAL

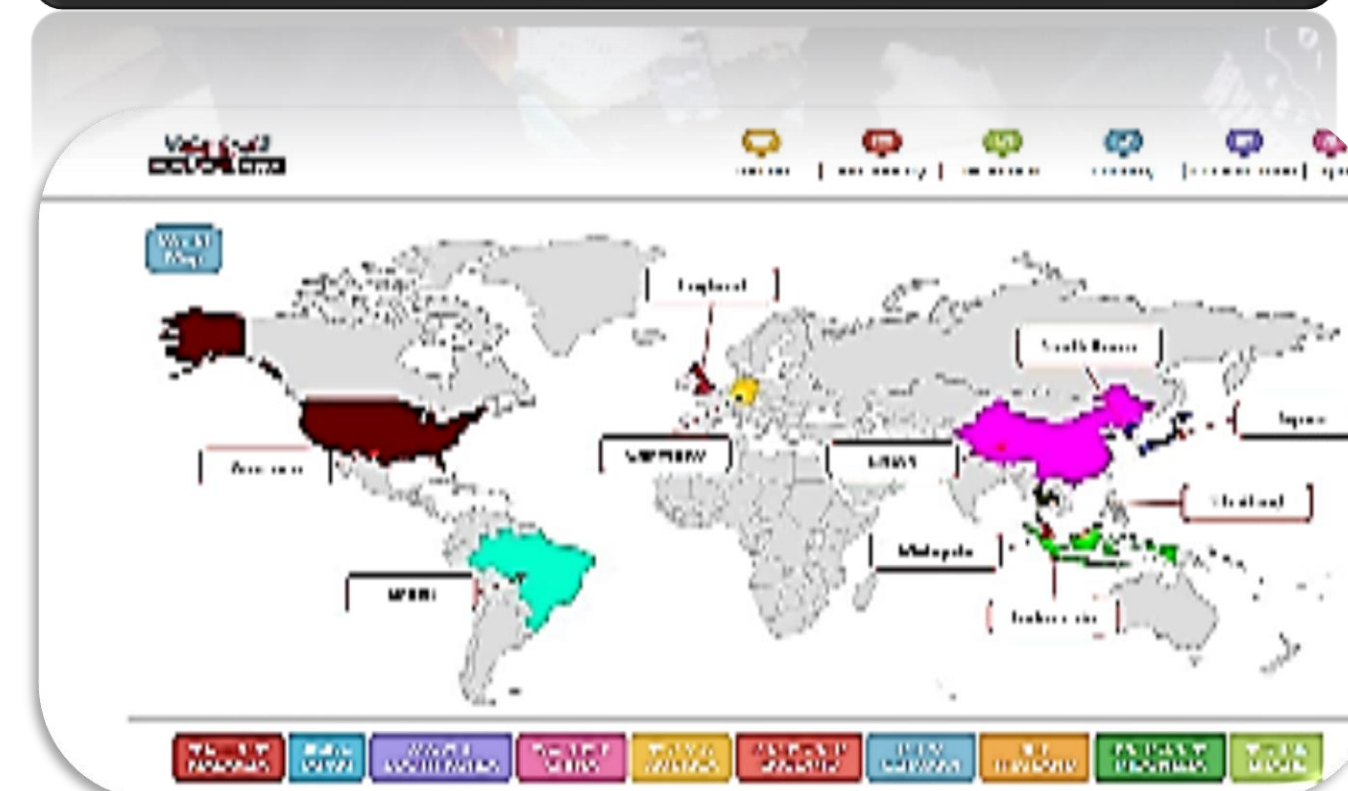
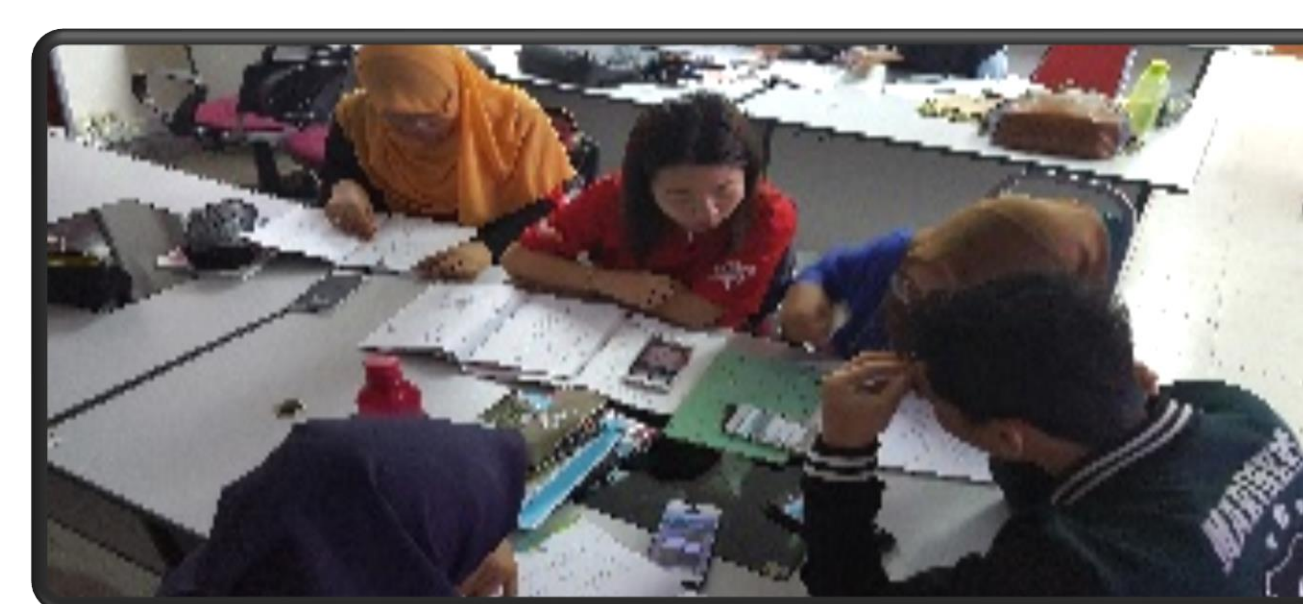
- The first Interactive Multimedia Website in Learning Basic Japanese that were created and developed 100% by Malaysians..
- 1.5 million Japanese language learners in South East Asia provide huge market for this product.
- The content is made to suit the learners' purposes, needs and the language level and skill to be taught.
- Targeted for Pre-schools, Primary and Secondary schools, Colleges and Universities and those who are interested in learning Japanese language locally and internationally.

## SOCIAL BENEFIT

- Made by local content designer and maker.
- Malaysian can use local product which is more cost effective than imported product which is more expensive.
- The content is made to suit the learners' purposes, needs and the language level and skill to be taught.

## ACKNOWLEDGEMENT

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