JOM PANDAI JAWI: TEACHING JAWI USING ANDROID-BASED MOBILE APPLICATION

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Abstract

Nowadays, Jawi writing system has no longer popularly used as the communication medium in Malaysia. As a result, the ability of Malaysian students to master Jawi reading and writing skills is reported as not satisfying. The current generation of students prefers a more interactive way to learn Jawi as opposed to traditional textbook. This paper reports the design and development process of an android-based mobile application that we developed called *Jom Pandai Jawi.* It provides three main modules: *Jom Kenal Huruf, Jom Tulis Huruf* and *Aktiviti.* We also stressed the important of animated characters of a little boy and a little girl as the mascot for this mobile app. To study user acceptance, we used observation technique and close-ended questionnaire. A sample group was selected from 25 respondents involving teachers from Tabika KEMAS and Tabika PASTI, in Samarahan and Miri, Sarawak. Based on the survey results, the respondents gave positive comment about our app (rated between 3.40 to 4.64 out of 5). This paper contributes to design guidelines for future implementations of related mobile learning applications.