

DESIGN, DEVELOPMENT AND EVALUATION OF AN INTERACTIVE 2D ANIMATION-BASED LEARNING SYSTEM FOR BAHASA MELAYU GRAMMAR ACQUISITION

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ABSTRACT

Animation has emerged as a significant asset for facilitating language acquisition in the contemporary, rapidly digitalizing educational landscape, as it enhances learner engagement and promotes comprehension and retention. Conventional language teaching methods sometimes depend on fixed, text-based materials, making abstract grammatical concepts difficult for students to understand. Interactive 2D animation offers a more accessible and engaging alternative by visually and meaningfully conveying the language curriculum, allowing learners to connect theory with practical application. This research examines the development of an interactive 2D animation instructional tool designed to aid secondary school students in learning Bahasa Melayu, with a particular focus on Golongan Kata. The animation's effectiveness was assessed by systematic testing with subject matter experts, students, and multimedia professionals, focusing on learner engagement and language proficiency. The results demonstrate that interactive animation significantly enhanced students' interest, engagement, and academic performance. The study underscores the potential of multimedia-based methodologies to enhance the engagement and efficacy of Bahasa Melayu learning, advocating for a transition towards more interactive and learner-centered methods in language education.

Keywords: *Interactive Animation, Language Learning, Bahasa Melayu Education, Digital Learning Tools, Linguistic Proficiency*

1. INTRODUCTION

The acquisition of essential grammatical categories, including verbs, nouns, particles, and adjectives in Bahasa Melayu, remains a challenge for many students. Nevertheless, the early introduction and subsequent examination of these subjects from Form 1 to Form 5 in secondary school, students often find it challenging to understand and retain them effectively. Occasionally, grammar instruction is presented through verbose explanations and monotonous exercises, which may not accurately depict the practical usage of language in daily situations or engage students. This can be discouraging for many learners, as they struggle to use grammatical principles accurately and confidently. This highlights the necessity of teaching methods that are more interactive and student-centered, thereby assisting learners in the

development of both understanding and confidence in Bahasa Melayu grammar.

This study suggests the creation of an interactive animation educational tool aimed at enhancing the engagement and accessibility of learning Bahasa Melayu grammar. This method aims to integrate educational material with 2D animation to create a learning experience that is both effective and enjoyable. The integration of visual and interactive elements seeks to accommodate diverse learning styles, enhance understanding, and bolster students' retention of fundamental grammatical principles. This strategy seeks to improve students' overall learning experience while fostering greater motivation and confidence in understanding Bahasa Melayu grammar.

The primary objective was to develop a digital learning aid that was both entertaining and a viable alternative to traditional textbook-based training. This tool would make linguistic principles