



**A221 (SEMESTER 1 2022/2023)**

## **MSR3994 PROJEK TAHUN AKHIR II**

*MSR3994 FINAL YEAR PROJECT II*

<b>Tajuk Projek / Project Title:</b>	
D'SCHOLARBOOKZZZ WEBSITE	
<b>Nama Pelajar / Student Name:</b>	KAVIPRIYA A/P MANALAN
<b>Nombor Matrik / Matric number:</b>	D20191086981
<b>Nama Penyelia /Supervisor Name :</b>	DR. ABDULLAH HUSSEIN ABDULLAH AL-AMOODI

### PERAKUAN KEASLIAN PENULISAN

Nama Pelajar: KAVIPRIYA A/P MANALAN

No. Pendaftaran: D20191086981

Nama Ijazah: Sarjana Muda Kejuruteraan Perisian (Perisian Pendidikan) dengan  
Kepujian

Bidang Pengkhususan: Teknologi Maklumat / Multimedia / Reka Bentuk Berkomputer

Tajuk Projek: D'SCHOLARBOOKZZZ WEBSITE

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*Kavipriya*

Tandatangan Pelajar

KAVIPRIYA A/P MANALAN

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Tarikh

DR ABDULLAH MUSSEIN ALAMOUDI  
SENIOR LECTURER  
Faculty of Art, Computing and Creative Industry  
Sultan Idris Education University  
alamoodi@fskik.upsi.edu.my

Date: / / 20

Tandatangan Penyelia

## **Abstract**

Literature is a powerful tool in where, It helps us to reflect on our own lives, and in discussion with others as well. It has the ability to influence and control one's life. Nowadays, online reading and writing platforms such as Wattpad, Commaful and Inkitt , are becoming so popular especially among youngsters. However, most of the digital writing and reading platforms are uncontrolled free platforms, in where at some points there are contents which shouldn't be available to some particular age groups that can become a very negative influence.

There have been numerous researches about the behavioural changes and violence among the teenagers due to the impact of few types of contents which shouldn't be available to particular age group people. My research findings indicates that one of a factor of teenagers developing violence is, from the exposure of unfitting contents that they read on the online platforms. The development of such aggressive behaviour places the teens at serious risk for future maladaptation in the form of continued aggression, conduct problems, and overall difficulties in the domain of social relationships.

The effect of media violence on aggression has always been a trending issue, and a better understanding of the psychological mechanism of the impact of media violence on youth aggression is an extremely important research topic for preventing the negative impacts of media violence and juvenile delinquency. Hence, by developing a reading and writing platform in where, it could restrict the literature contents based on the users' age, surely can become a solution to this particular emerging problem. Nevertheless, experts should do more researches about how the literatures effects the behavioural and psychological traits in youngsters especially during the peak usage of advancing digital literacy platforms.

## Acknowledgements

I would want to thank a number of people sincerely for their assistance throughout this project. First of all, I would like to express my sincere gratitude to my supervisor, Dr. Abdullah Hussein Abdullah Al-Amoodi for all the guidance, wise counsel and insightful ideas that I received throughout this whole project. Although I made few unforgivable mistakes, my supervisor gave me a chance to improve and gave his full support as well as time, and for that I'm truly grateful to get such an understanding supervisor. Without my supervisor's guidance and help I could never be able to complete this project and I'm forever thankful for him to give me this much chances and opportunities. Apart from education, I've learn lots of wise things from him.

Other than that, I would like to thank my best friend Anis Nadira Binti Norashid for staying with me and share her wise knowledge while doing my final year project. She had guided me and corrected me every time I made any mistakes. I would also like to thank my sister Kavi Alagi Manalan for giving me all sorts of support throughout this project. Last but not least, I would like to thank both of my coordinators, which are Madam Asma Hanees binti Ariffin and Sir Ahmad Nurzid bin Rosli.

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## **CHAPTER 1 : INTRODUCTION**

### **1.1 Research Background**

The social and technological advancements that have been made have exposed youngsters in the twenty-first century to digital tools for communication, entertainment, and education. This inclination also had an impact on literacy ideas, and as extracurricular reading and writing activities proliferated, students' literacy tendencies quickly started to shift from paper to screen. It is evident in this new form of literacy that transcends the walls of the classroom that kids' time spent in digital environments has an impact on both their reading and writing abilities. The development of literacy skills is greatly influenced by these daily social activities and interactions, which may not appear important in light of in-school instruction (Lotocki, 2018). Digital literacy, on the other hand, is a new idea that has emerged as a result of the advancements the digital world has brought to literacy. Digital literacy requires the ability to use technology, but it goes well beyond knowing how to use a computer and keyboard or conduct internet searches (Buckingham, 2008).

The 21st century's influential citizens and workers are expected to be able to demonstrate a variety of functional and critical thinking skills related to information, media, and technology, question how different people interpret messages, how values and perspectives are included and excluded, and how the media can affect beliefs and behaviours, and eventually are expected to be digitally literate who can choose the relevant information from the irrelevant information (Partnership for 21st Century Learning, 2019). Children and teenagers frequently use the Wattpad, an application for writing and sharing texts. Many kids and teenagers who are not yet digitally literate quickly ingest thousands of stories that are presented on this unrestricted free platform to the admiration of youngsters in the developmental age and written in a variety of expressions on a variety of issues.

The idea that children are affected by the content they listen to, play, and read in the media and that violence is normalised in the eyes of children because of media (Avc, 2011; Bandura & Walters, 1963; Bilgi, 2005; Entürk & Turut, 2011; Tokdemir et al., 2009) is the common theme of the studies that reveal the harmful effects of media on children. According to American Psychological Association (2013), this scenario is concluded. The most frequently seen result in studies on mass communication over the past three decades has been that children's aggressive conduct increases when they are exposed to violent situations in the media. This startling fact prompts the following thought: Why and how do media effect children? In accordance with various sources, it has been stated that, free online platforms such as Wattpad, Commaful and Inkitt have created a big negative impact on the users especially among the youngsters.







The availability of various type of literature materials related to violence such as dark romance, murder, crime as well as dark fantasies in open platforms are the main reason, on why youngsters could develop aggressive and negative behaviours along with the digital literacy. Hence, as a solution for this problem, a controlled-based website will be developed, in where this website provides users below 18, a platform without any negative contents. This website doesn't have any age limit, but as for users below 18, it will restrict particular contents. This website allow users to publish and all type of literature which includes, novels, stories, short stories, poem, quotes, as well as educational materials. The authors and admin of this website can restrict the contents by themselves. Since there is a great possibilities for authors to forget about the restricting contents, admin can help and monitor overall activities of both authors and readers.

## 1.2 Problem Statements

The main problem faced by people nowadays is that, most negatively influential things are spreading all over the internet like viruses and the fact that the usability of internet and smart devices as well as online platforms increasing, giving more impacts to the people all around the world. Throughout the whole life of a human being, the teenage phase is the most essential phase, since teens will be much more vulnerable compared to other phases. During that phases, emotionally they will undergo lots of changes and it should be monitored and protected. All the digital writing and reading platforms are uncontrolled free platforms, in where at some points there are contents which shouldn't be available to some particular group age people. Genres such as murder, dark romance, dark fantasies and brutal acts were freely written in those uncontrolled free platforms, have been exposed since the beginning of 21<sup>st</sup> Century.

There have been plenty of cases in where, mostly the teens have been involved in crimes with the exposure of these kind of elements, developing negative and violent traits in teenagers. These open platforms don't have the control over the literature materials they are publishing. Various of research have been conducted based on the development of negative traits in young adults resulting that it is indeed true, that a big group of teens have developed and developing those traits from this kind of platforms. Accordingly, to control such situation these websites should have some restrictions.

Hence, this website called D'scholarbookzzz, helps to take control over such scenarios. This website will allow admin and authors to restrict contents that will be forbidden users under age to grant access. By restricting users age, this website will give full accessibility of literature materials to users above 18 however, as for the users below 18 will be restrained from reading them.





### 1.3 Objective

- To identify how uncontrolled web-based digital writing and reading platform effect some particular age groups.
- To develop a controlled web-based platform to avoid the exposure of negative contents for some particular age groups and increase users' digital literacy.
- To test how the controlled web-based platform manages and controls the negative exposure and increase digital literacy.

### 1.4 Scope

D'scholarbookzzz is a controlled web-based platform for readers and writers which restricts particular age group of people from the exposure of negative contents and influences. When using this platform, users must create an account and log in to use this webstie, in where the restriction process will begin the moment they provide the details especially their Identification Card(IC) number. They will choose the type of literature that they want to read or write. This platform consists of various of literature genres such as fiction, non-fiction, comedy, fairy tale, horror, crime, drama, action and education.

There are also various of reading and writing sections that users can utilize, which are novels, short stories, poems, quotes, educational materials such as their researches, as well as teaching materials. The main content or function of this website is, locking some literature genres based on the users' age. Based on the recent researches, it has been stated that online reading and writing platforms nowadays, has created one of the biggest impact on people's behaviour and digital literacy in both positive and negative ways.

However, the most concerning part is, among the people, especially teens nowadays have been influenced a lot by these kind of platforms, in where, there's also an article has been published related to the violence and negative traits among teens because of uncontrollable platform such as Wattpad, Commaful and Inkitt. Digital literacy is one of the most fundamental ability in this era, which will be so beneficial to people. By developing this website, restricting contents and increasing digital literacy will be more than possible.

### 1.4 Justification and Significance of project

- Students:
  - (i) Students will enjoy this platform without getting exposed to any negative contents.
  - (ii) Student can improve their digital literacy and literature skills.

- Educators:
  - (i) Since, our Education field has been evolved a lot by using technologies, educators can upload their learning materials on their platforms.
  - (ii) Educators also can use this platform in their teaching to upgrade their students' digital literacy and literature skills.
- Parents:
  - (i) Parents will be less stress since they don't have to continuously monitor their children.
- Writers:
  - (i) Writers can get a great platform to show their talents in literature.
  - (ii) Writers can get chances to persuade their passions.
- Readers:
  - (i) Readers able to increase digital literacy and literature skills.

## 1.6 Definitions, Acronyms and Abbreviations

Term	Definition
D'scholarbookzzz website	A controlled web-based platform for writers and readers which will help to restrict particular age group of people(below 18) from the exposure of negative literature contents and influences.

Table 1.1: Definitions, Acronyms, and Abbreviations