

CONTENTS

APPROVAL PAGE	ii
SELF DECLARATION AGAINST PLAGIARISM	iii
ABSTRACT	iv
ABSTRAK	v
DEDICATION.....	vi
ACKNOWLEDGMENTS	vii
PREFACE.....	viii
CONTENTS	ix
LIST OF TABLES	xii
LIST OF FIGURES	xiii
CHAPTER 1 INTRODUCTION	1
1.1 Rationale	1
1.2 Problem Statement and Research Question	3
1.3 Objective and Hypothesis	3
1.4 Assumption	3
1.5 Scope and Delimitation.....	4
1.6 Research Methodology.....	5
1.7 Contribution.....	6
CHAPTER 2 REVIEW OF LITERATURE AND STUDIES	7
2.1 Theory of Dyslexia.....	7
2.2 Dyslexia Treatment	9
2.2.1 Academic Treatment	9
2.2.2 Social Treatment.....	9
2.2.3 Existing Social Treatment	10
2.3 Previous Work.....	10
2.4 Child-Centered Design Method	11

2.5	Theory of Gamification	12
CHAPTER 3 RESEARCH METHODOLOGY.....		13
3.1	Study of Literature Review	13
3.2	Observation Dyslexia Children.....	14
3.3	Application Design.....	14
3.4	Application Development	18
3.4.1	Making Video Content.....	19
3.4.2	Making Character	20
3.4.3	Making Task.....	21
3.4.4	Database Design.....	23
3.4.5	Development	24
3.4.6	The Use of Gamification Approach	24
3.4.7	Scoring System.....	25
3.4.8	Prototype Application.....	26
3.5	Application Testing and Evaluation	29
3.6	Data Collection.....	31
3.7	Data Analysis.....	31
CHAPTER 4 EXPERIMENTS AND ANALYSIS.....		32
4.1	Experiments	32
4.1.1	Testing Objective.....	32
4.1.2	Testing Strategy.....	32
4.2	Experiment result	33
4.3	Analysis of Experiment Result	36
4.3.1	Know Yourself.....	36
4.3.2	Know Your Family	37
4.3.3	Know Your Strength.....	37
4.3.4	Know your weakness	38
4.3.5	Know your emotion	39
4.4	Summary of Experiment Result	39

4.5 Discussion	40
CHAPTER 5 CONCLUSION	42
5.1 Summary of Finding	42
5.2 Future work.....	42
REFERENCES.....	43
APPENDICES.....	46
Scenario	46
Rubric Assessment of Self Awareness	52
Control Sheet of Application Process	55
Expert Statement Sheet.....	56
PRE-TEST	57
POST-TEST.....	58