Table 1

Content Evaluation Panels

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| No. | Gender | Institution/ School | Designation | Field of Expertise | Years Of Experience |
| 1 | Female | University Malaya | Lecturer | Instructional Design and Technology | 10 |
| 2 | Male | Politeknik Sultan Azlan Shah,Perak | Lecturer | Electrical, Electronic & Computer Engineering | 10 |
| 3 | Female | Politeknik Sultan Azlan Shah,Perak | Lecturer | Computer Engineering / Science, Math, Computer | 7 |
| 4 | Female | Politeknik Sultan Azlan Shah,Perak | Lecturer | Civil Engineering &Technical and vocational education. | 10 |
| 5 | Male | Primary School /Pusat Permata Pintar Negara | Teacher / Phd Student /Key Instructor for Multimedia Creative (2015) | Computer Education | 19 |
| 6 | Female | IPG Kampus Pendidikan Teknik | Lecturer | Computer Science | 12 |

Table 2

Assessment Domains, Definitions and Number of Criterions

|  |  |  |
| --- | --- | --- |
| Domains | Definition | Number of Instruments |
| Teamwork | Assess student’ observed attitudes and behaviour during the project. | 5 |
| Skills | Psychomotor is also known as physical skills. Students skills in designing and developing product or outcome is assessed based on their skills in using software and other related resources that lead to the development of the final product [10]. | 5 |
| Knowledge | Cognitive domain which refers to mental skills or knowledge  Assess students’ knowledge will be assessed based on their resources and researches done that led to the completion of the project [10]. | 5 |
| Presentation | Students’ pitching and presentation styles and method is assessed | 5 |

Table 3

TABA Assessment Rubric

|  |  |
| --- | --- |
| Scale | Teamwork (T) |
| T1 | Able to contribute and works with other team members cooperatively |
| T2 | Interacts with other team members with respect |
| T3 | Values team member’s suggestions and efforts. |
| T4 | Submits the project within the timeline. |
| T5 | Motivates all members to share in contributions equally by valuing all members’ ideas and contributions. |
| Scale | Skills (S) |
| S1 | Analyzes the need of the problem and relating it with learnt skills. |
| S2 | Suggests possible solution (s) to the problem creatively based on the learnt skills. |
| S3 | Selects and uses appropriate software tools in designing and creating the product. |
| S4 | Uses different technique in design and developing multimedia product such as storyboard, videography, photography, audio production and designing. |
| S5 | Efficiently uses FROG VLE platform for communication purposes, collaboration and sharing information among peers or group members. |
| Scale | Knowledge (K) |
| K1 | Applies multimedia principles and theories into the design of the product. |
| K2 | Portrays at least two initial ideas/solutions that leads to final design of the product. |
| K3 | Able to justify at least two software or tools used in the project. |
| K4 | Gathers information regarding the given scenario at least from 3 resources. |
| K5 | Possess adequate knowledge in meeting client’s needs and expectation(s) |
| Scale | Presentation (P) |
| P1 | Using different types of presentation tools or materials to package or present ideas and product. |
| P2 | Able to convey and deliver product presentation with clarity and confidence in front of peers. |
| P3 | Produces and documents information, resources and storyboards regarding the project development. |
| P4 | Able to relate the final product with client’s needs. |
| P5 | Shows the sense of belonging and responsibility towards client’s needs and product. |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| PERFORMANCE EVALUATION RUBRIC | | | | | |
| CONSTRUCTS | | Number of experts agreement | | | CVR VALUE |
| NOT ESSENTIAL | USEFUL BUT NOT ESSENTIAL | ESSENTIAL (ne) |
| SCALE | TEAMWORK | | | | |
| T1 | Able to contribute and works with other team members cooperatively |  |  | 6 | 1 |
| T2 | Interacts with other team members with respect |  | 1 | 5 | 0.67 |
| T3 | Values team member’s suggestions and efforts. |  | 2 | 4 | 0.33 |
| T4 | Submits the project within the timeline. |  |  | 6 | 1 |
| T5 | Motivates all members to share in contributions equally by valuing all members’ ideas and contributions. | 1 | 2 | 3 | 0 |
| SCALE | SKILLS | | | | |
| S1 | Analyzes the need of the problem and relating it with learnt skills. |  |  | 6 | 1.00 |
| S2 | Suggests possible solution (s) to the problem creatively based on the learnt skills. |  |  | 6 | 1.00 |
| S3 | Selects and uses appropriate software tools in designing and creating the product. |  |  | 6 | 1.00 |
| S4 | Uses different technique in design and developing multimedia product such as storyboard, videography, photography, audio production and designing. |  | 2 | 4 | 0.33 |
| S5 | Efficiently uses FROG VLE platform for communication purposes, collaboration and sharing information among peers or group members. |  | 4 | 2 | -0.33 |
| SCALE | KNOWLEDGE | | | | |
| K1 | Applies multimedia principles and theories into the design of the product. |  | 1 | 5 | 0.67 |
| K2 | Portrays at least two initial ideas/solutions that leads to final design of the product. |  | 1 | 5 | 0.67 |
| K3 | Able to justify at least two software or tools used in the project. |  | 3 | 3 | 0.00 |
| K4 | Gathers information regarding the given scenario at least from 3 resources. | 1 | 1 | 4 | 0.33 |
| K5 | Possess adequate knowledge in meeting client’s needs and expectation(s) |  | 2 | 4 | 0.33 |
| SCALE | PRESENTATION | | | | |
| P1 | Using different types of presentation tools or materials to package or present ideas and product. |  | 1 | 5 | 0.67 |
| P2 | Able to convey and deliver product presentation with clarity and confidence in front of peers. |  |  | 6 | 1.00 |
| P3 | Produces and documents information, resources and storyboards regarding the project development. |  |  | 6 | 1.00 |
| P4 | Able to relate the final product with client’s needs. |  |  | 6 | 1.00 |
| P5 | Shows the sense of belonging and responsibility towards client’s needs and product. |  |  | 6 | 1.00 |
| **CVI Value** | | | | | **0.70** |

Table 3

Calculations of Rubric’s CVR and CVI Value