

CHILDREN LEARNING: ANIMAL'SN

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**This report is submitted in partial fulfilment of the requirements for the
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DECLARATION

I hereby declare that this project report entitled

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Is written by me and is my own effort and that no part has been plagiarized
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DEDICATION

This thesis is dedicated to my beloved parents Ibrahim bin. Thalatha and Sarifah Radziah bt. Sahri who taught me to keep fighting until the end of project and always give positive advice and patient with my time and concern to me all the time. They also taught me that no matter how big your problem, it can't be solved without your effort and they always support me during my studies time rise and fall. Thank you.

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This project also had given me the opportunity to test my multimedia skills and knowledge from what I have learned from the previous two years about interactive media in Information Communication and Technology Faculty of UTeM.

ABSTRACT

Children learning: Animal'SN is education entertainment learning that developed to kids from three (3) to five (5) years old. This learning application contains animals learning and quizzes. In animals learning, kids provided a few list of animals with spelling and sound of animals. From that, kids can learn animal's type before take quizzes. Therefore, in quizzes have two (2) sections which are spelling and sound section. In spelling kids need to guess what type of animals from letter spelling appears, and second section in sound quizzes, children need to guess what type of animals from sound appears. In this learning technique, I can make a research on what technique children most understand either by sound or spelling. Besides that, the activity is developing to attract children interest to multimedia application at *Animal'SN*. This project is built to let parent choose the easier technique to educate their children by using sound or letter in animal's recognition.

ABSTRAK

Children Learning: Animal'SN adalah aplikasi pembelajaran yang berasaskan hiburan yang dibangunkan untuk kanak-kanak dari tiga (3) hingga lima (5) tahun. Aplikasi pembelajaran ini mengandungi pembelajaran mengenal haiwan dan kuiz. Dalam pembelajaran mengenal haiwan, kanak-kanak diberikan senarai beberapa jenis haiwan beserta dengan ejaan dan bunyi haiwan tersebut. Dari itu, anak-anak boleh belajar mengenal jenis haiwan sebelum mengambil kuiz. Oleh itu, Di dalam kuiz mempunyai dua (2) bahagian iaitu ejaan dan bahagian bunyi. Dalam bahagian ejaan kanak-kanak perlu meneka jenis haiwan dari ejaan muncul, dan bahagian kedua dalam kuiz bunyi, kanak-kanak perlu meneka jenis haiwan daripada bunyi yang muncul. Dalam teknik pembelajaran ini, saya boleh membuat penyelidikan mengenai teknik apa yang kanak-kanak yang paling memahami sama ada dengan bunyi atau ejaan. Selain itu, aktiviti yang sedang membangunkan untuk menarik kanak-kanak tentang kepentingan aplikasi multimedia di *Animal'SN*. Projek ini dibina untuk membolehkan ibu bapa memilih teknik yang lebih mudah untuk mendidik anak-anak mereka dalam mengenal haiwan.

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CHAPTER I

INTRODUCTION

1.1 Introduction

Nowadays, there are many assessments on the market that measure a children general knowledge of facts about the world such as animal, shape and sound, Parents need to apply many different strategies to educate their kids efficiently on some object hard to detect and explain. Children often attempt to guess words based on the context or on clues provided by image most of the time, a child's guesses are inaccurate, but sometimes the child guesses correctly. Children also recognize and learn from what their can see, hear and touch. In this project entitles *Animal'SN* is developing to find the best technique to teach children to recognize animals either by sound or spelling of specific animals.

1.2 Project Background

In this project entitle *Animal'SN* are develop to find effectiveness animals learning technique for kids based of education entertainment learning games for kids who are focusing to the kids from three (3) to five (5) years old. In this project, developer will insert a few elements such as animal picture sound, background, and letters. These interactive games will show to kids a few type of animal with interactive sound and icon graphic.

In *AnimalSN*, children are provide quiz to test their level of understanding with different technique, First technique are using sound of animal, by matching sound with the animal picture, kids must select the correct picture. Developer planned to make three (3) appeared pictures for the kids to choose the correct one that matching with the sound. Second technique is using letter by spelling the animal type such as CAT, in this task children need to match the letter with the correct picture.

In this project, developer will do some research to find the efficient technique to make children easier to understand what their see and developer will make comparison between two technique that focusing on children three (3) to five (5) years old.

1.3 Problem Statements

- Some kid's average three to five years old do not know how to spell or read but they still understand and identify a thing, color, shape, sound and others.
- Lack of awareness of parents to the finding the easier technique to make their children understand what their children learn or see.

1.4 Objective

The objective of this project is:

- i. To design the suitable and simple interface that interact children with average age (3) three to five (5) years old in education entertainment learning.
- ii. To develop application that evaluate the understanding level of kids average age three (3) to five (5) years old identifying object ether by sound or alphabet technique in learning session.
- iii. To investigate the acceptance of user average ages three (3) to five (5) years towards difference of learning technique.

1.5 Project Scope

1.5.1 Target User

Target user for this project is children average age three (3) to five years (5) old. That contains interactive education entertainment learning for children and help parent choose the best technique to teach their children.

1.5.2 Limitation of the Project

In this project, developer will apply the interactive 2D animation and sound that implement using Adobe Flash 5.5.

1.5.3 Platform

This project is developing for personal computer and Android mobile tablet.

1.6 Project Significance

This project named *Animal'SN* is develops to measure the level of understanding of children ether by sound or alphabet, on this project developer will make observation to compare technique of children learning. Then, developer will make conclude the best technique to educate children age average age three (3) to five (5) years by using *Animal'SN* application

By using interactive design graphic, image, and sound combination with multimedia element with attractive color and icon suitable for children will make children learning more interesting. Hope children can understand what they learn and can give awareness to parents to choose the best learning technique to their children.

1.7 Expected Outcome

This application is expected to produce one (1) learning section and two (2) quiz section page which is spelling and sound quizzes. This application will start with montage of welcome page, and at main menu page have two (2) buttons for user to select either want to choose learning or take quiz. When user select 'LEARN' button, user be able to learn animals sound and animals spelling by select list of animals provide. If user click the 'QUIZ' button, it will directly go to quiz menu and user need to choose either want to take 'SPELLING' or 'SOUND' quiz. Expected outcome in this project is to investigate the best