

**MOBILE APPLICATION: JAWI LEARNING FOR KIDS**



**BORANG PENGESAHAN STATUS TESIS**

**JUDUL:** MOBILE APPLICATION: JAWI LEARNING FOR KIDS

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**MOBILE APPLICATION: JAWI LEARNING FOR KIDS**

**NUR AFIQAH BINTI MOHD ZAINI**



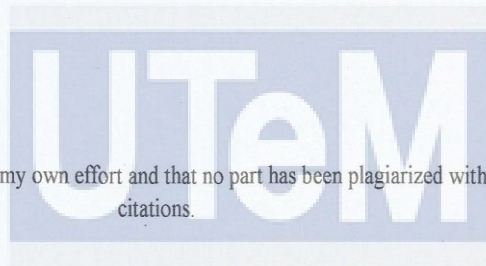
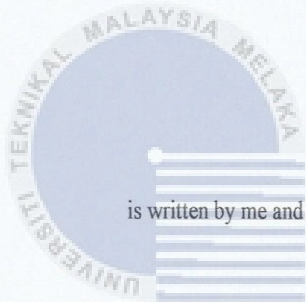
**This report is submitted in partial fulfilment of the requirements for the  
Bachelor of Computer Science (Media Interactive)**

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DECLARATION

I hereby declare that this project report entitled  
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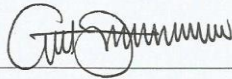
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## DEDICATION

To my beloved parent who always support and love me. Thank you for support me without hesitation.

To all beloved friends that always stay by my side doing this final project together although all of you have your own problem by doing this final project.

To my supervisor, Mr Shahril, thanks for the advice and support for me to do this project.



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To my beloved family, thank you for all support from far. Thanks for encouraging me to finish this project although I am not confident with myself. Not to forget, all my friends that always stay by my side when I am having problem with the project. Thanks for the support and help. All your kindness will be appreciated.

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## ABSTRACT

This title of this project is Mobile Application: Jawi Learning for Kids. This mobile application is to help kids learn Jawi in interactive ways. The target user for this project are pre-school kids that are kids around age five to six. This mobile application will be built by using Adobe Flash CS6 Professional. In this mobile application, kids will learn Jawi by learning the syllables of Jawi letter. Instead of attractive background, in mobile application will have some multimedia element that can attract kids' attention. The multimedia element that included in mobile application are text, sound, graphic and animation. The objective of this project to study about Jawi learning for kids and developed the mobile application. After developing phase, this mobile application were tested on target user to see the effectiveness of learning Jawi through the mobile application. The testing were done on the target user and it prove that learning Jawi through mobile application that contain multimedia element can increase their mark and make them learn in fun way. In addition, it also help the kids to improve their interaction skills and social skills.

## ABSTRAK

Tajuk projek ini adalah *Mobile Application: Jawi Learning for kids*. Aplikasi mudah alih ini adalah untuk membantu kanak-kanak belajar Jawi dengan cara yang interaktif. Kumpulan sasaran projek ini adalah anak-anak pra-sekolah yang anak-anak sekitar umur 5-6. Aplikasi mudah alih ini akan dibina dengan menggunakan Adobe Flash CS6 Profesional. Dalam aplikasi mudah alih ini, anak-anak akan belajar Jawi dengan mempelajari suku kata Jawi dengan latar belakang yang menarik, dalam aplikasi mudah alih akan mempunyai beberapa elemen multimedia yang boleh menarik perhatian kanak-kanak. Elemen multimedia yang termasuk dalam aplikasi mudah alih adalah teks, bunyi, grafik dan animasi. Objektif projek ini untuk membuat kajian tentang pembelajaran Jawi bagi kanak-kanak dan membangunkan aplikasi mudah alih. Selepas fasa pembangunan, aplikasi mudah alih ini telah diuji pada sasaran pengguna untuk melihat keberkesanan pembelajaran Jawi melalui aplikasi mudah alih. Ujian ini telah dijalankan ke atas pengguna sasaran dan ia membuktikan bahawa Jawi pembelajaran melalui aplikasi mudah alih yang mengandungi elemen multimedia boleh meningkatkan pencapaian mereka dan membuat mereka belajar dengan cara yang menyeronokkan. Di samping itu, ia juga membantu kanak-kanak untuk meningkatkan kemahiran interaksi dan kemahiran sosial.



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## CHAPTER I



### 1.1 Introduction

Mobile application is a computer program that can be run on mobile devices. Example of the device are smartphones, tablet, iPad and much more. Nowadays the usage of gadget or smartphones were widespread. Even though at school level also the teachers promote to their students to learn through application that can be downloaded from Google Play or Play Store in the smartphones or tablets. Besides that, there are many education application that can be download and very useful to help student in their studies. Through application, learning can be more interesting with sound, animation and videos. It can be more likeable because students can interact with the application in many ways.



As we know, kids around ages five and six learn through watching, observing and listening. They also like things that very colourful and things that can catch their attention. Mostly, kindergarten's teachers still using traditional method that is by using flash card to teach them. Some teachers finds another ways to attract kids attention to focus on them but this is depends on that teacher's efforts.

In this application, kids will learn a few Jawi letters and vocal 'a', 'i' and 'u' with example. This application also contain a simple quiz for kids to test their understanding about what they have learn through application. This can attract more kid's attention because of the colourful interface and interactive application.

This project were conducted to know whether learning through application can make kids more understand about Jawi or not. Learning while playing somethings can give benefits to kids or not. Hopefully this project can help kids learn Jawi letters in interactive ways.

## 1.2 Problem Statements

Nowadays, in this technology era every things is in your hand. Every things becomes easy and can be done in a few seconds. Designer or developer developed many kinds of things to ease our daily works. In education system, certain subject still using traditional methods to be delivered to students. Same goes to Jawi's subject. Jawi subject nowadays were not famous anymore because of the slightly used.

Many of kids nowadays were not be able to read and write in Jawi. They thought Jawi subject is difficult to learn and Jawi also were not an important subject and does not assessed in national examination level (N.Diah, M.Ismail, P.Hami, et al. 2011).

Besides that, in kindergartens, teachers still teach their student by using flash card and books that have a lot of exercises to improve their skill. This make kids

less interested to learn or focus on Jawi. They do same the same things every day without any edutainment.

### 1.3 Objective

The objectives for this project are:

1. To study the requirement of Jawi learning application for kids.
2. To design and develop mobile application on Jawi learning for kids.
3. To evaluate the efficiency of Jawi learning application.

### 1.4 Scope

This application were built for kids around five and six years old especially for the kindergartens child. The syllabus are from books and have been validated by the teacher. In this mobile application, it will focuses on a simple syllable that is a combination of two syllables. The stages of fundamental tools start from easy to difficult. This mobile application also not cover all Jawi letter because of the letter were slight used. This mobile application also have 3 simple quiz that will test kids on their memory, hearing and imagination.

This project involve authoring tools that is Adobe Flash CS6 Professional and Adobe Illustrator CS6. The output will be in mobile.

### 1.5 Project Significance

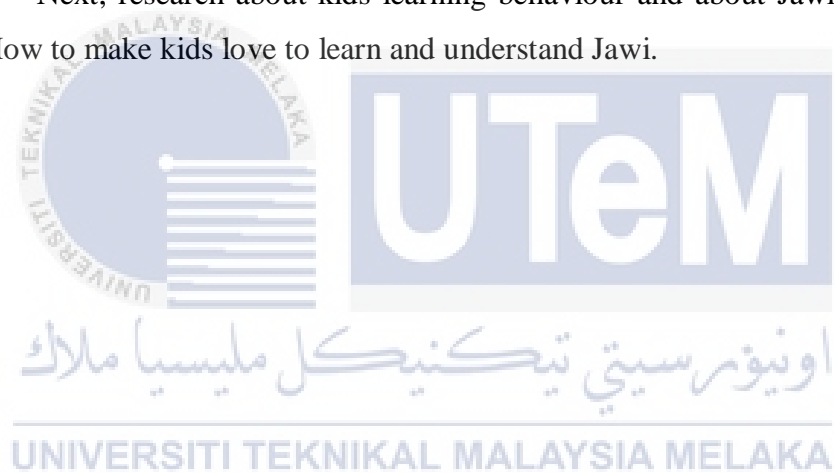
This project will be benefits to kids ages five and six. Kids can learn about Jawi letters and play a simple quiz by their own. Even though this application did not include all Jawi letters but still kids can learn from it. It will test their memory, hearing and imaginary to stimulate with the things that they have learned through this application.

## 1.6 Conclusion

In conclusion, hopefully this project will meet the objective and kids will enjoy their learning while playing with the application. This application will ensure that kids can understand Jawi and find this subject is not difficult to learn.

This chapter is about introduction to this project. It also contains the problem statement and the objective of this project. The problem statement is about the problem that leads to develop this project. While the objective is about the target that need to be achieved to finish this project. Some contain the target user for this project and a brief about the content in the mobile application.

Next, research about kids learning behaviour and about Jawi will be done. How to make kids love to learn and understand Jawi.



## CHAPTER II

### LITERATURE REVIEW AND PROJECT METHODOLOGY



#### 2.1 Introduction

This chapter will elaborate about the literature review and project methodology. This chapter contains domain, existing system that will have the comparison among the existing system. This comparison will lead to the solution to develop this project. Project methodology will explain about the method that have been used to develop this project.

According to N. Diah et al. (2010), mobile games that contain education content can be an enjoyable and flexible medium of learning. Edutainment can be one of the way to increase the creativity in learning and can enhance the performance of user. Instead of the joy and fun that user get from playing the mobile games or mobile application, user also can learn something in interactive ways. Besides, user can learn something anytime and anywhere. Edutainment will be the best way to get attention from kids.

Learn Jawi through mobile application may give a different impact to the user especially kids. Mobile application may contain all multimedia element that have high rate of learnability and it also easy to use according to N. Diah et al. (2011).

Instead of fun and joy, edutainment can give a lot of benefits to the user.

## 2.2 Domain

The domain of this project is mobile application or more to mobile education or edutainment. Learn Jawi through mobile application can give an impact to the kids. The sound and the interaction between the user and the application will attract kids' attention. This mobile application will focus on Jawi syllables as the main content of the mobile application. Besides that, to enhance the performance of user, a simple quiz will be tested in the mobile application.

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## 2.3 Existing System

There are a lot of mobile application for Jawi learning in Google Playstore but most of application all Jawi letters and only focus on that and some of the application may contain a simple games or quiz. There is no mobile application that focuses on syllables without forget about observation component for kids.

### 2.3.1 Jom Jawi

Jom Jawi, was developed by AmirJunior Production. In this mobile application, it contains five course contents that is *Apa Itu Jawi*, *Mengenal Huruf Jawi*, *Menulis Huruf Jawi*, *Membaca Jawi* and *Mengeja Jawi*.

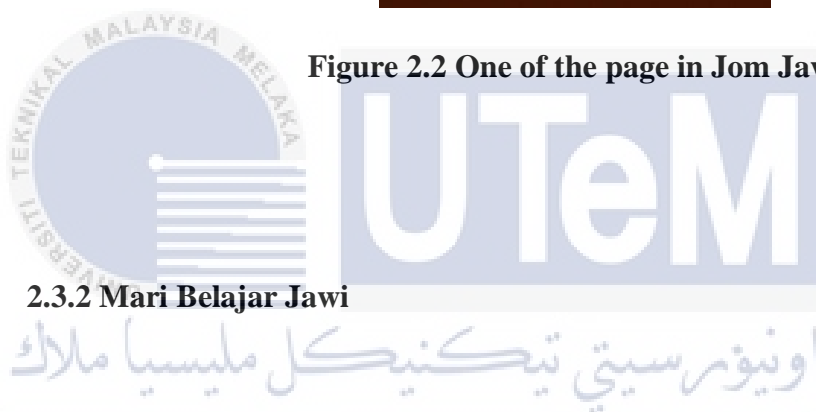
In this mobile application, it may contain all the details about Jawi. Starting with the introduction of Jawi letters until the 37 of Jawi letter along with the sound of Jawi letters' pronunciation. It also include an exercise for user to practise write Jawi letters and a few of simple games that will test user's ability about Jawi.



Figure 2.1 Homepage of Jom Jawi



Figure 2.2 One of the page in Jom Jawi



### 2.3.2 Mari Belajar Jawi

Mari Belajar Jawi was developed by Ingeniworks Sdn Bhd. The concept for this mobile application looks like that the user was playing the games. User need to pass each level before they can move to the next level.

This mobile application has 15 level. Each level has different categories of question. The games is like puzzle games. User need to guess the name of picture given in Jawi letter. Every correct answer, user will get pouch (points).

Besides the games, this mobile application also teach user the user about Jawi letter based on the categories. The categories that available in this mobile application are *Huruf Jawi*, *Buah-buahan* and *Binatang*.



Figure 2.3 Homepage Mari Belajar Jawi

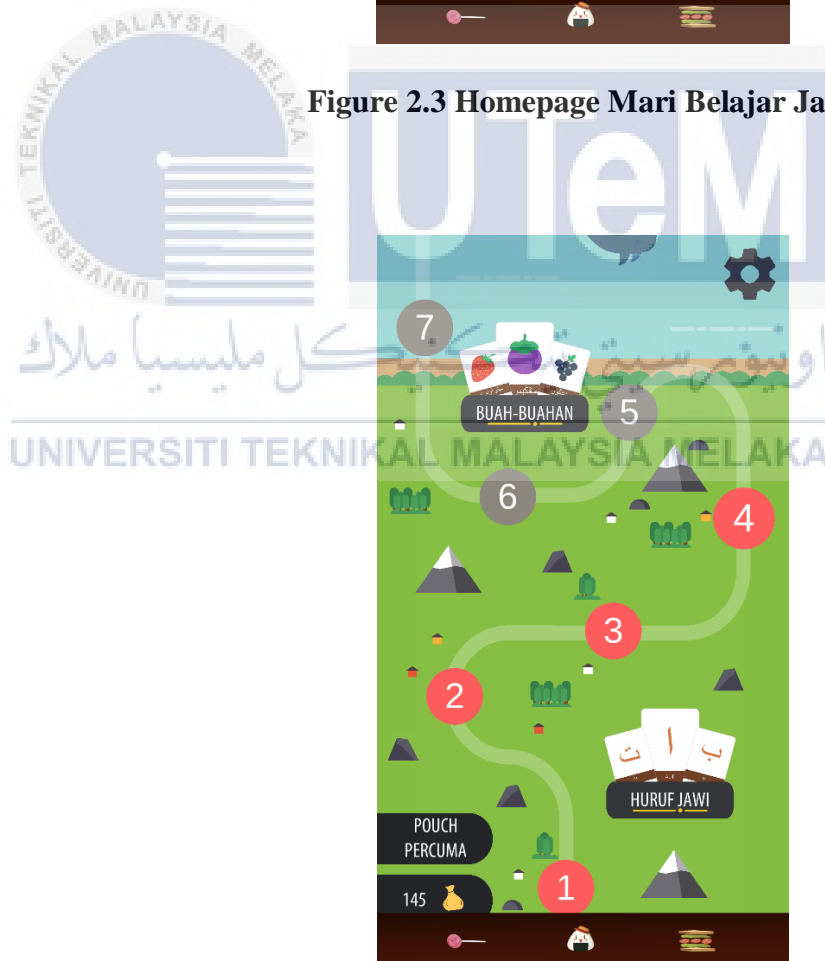


Figure 2.4 One of the page in Mari Belajar Jawi