DEVELOPMENT OF INTERACTIVE COMICS : BERSAMA EWAN, ERIKA & KELUARGA

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UNIVERSITI TEKNIKAL MALAYSIA MELAKA

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SESI PENGAJIAN: 2009/2010

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DEVELOPMENT OF INTERACTIVE COMIC PROTOTYPE : BERSAMA EWAN, ERIKA & KELUARGA

NUR FARHANA BT SHABUDDIN

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

FACULTY OF INFORMATION AND COMMUNICATION TECHNOLOGY
UNIVERSITI TEKNIKAL MALAYSIA MELAKA
2010

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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 without citations.

STUDENT : _____ Date: 24/6/16

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SUPERVISOR : _____ Date: 24/6/16

(PN.FARAH NADIA BT AZMAN)

DEDICATION

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DEDICATION

Specially dedicated to my beloved mother, sisters and family,

For my supervisor, Pn.Farah Nadia Bt Azman,

And lastly to my beloved friends and who have encouraged, guided and inspired me throughout my journey in education

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ABSTRACT

Development of this interactive comic constitutes one of the reading materials that have been use especially for children. Since a lot of children not interest in reading, this is necessary initiative to assist them. This interactive comic consists of constructive lesson and knowledge that can be applied in daily life. By using graphics, animation, voice and sound effects in this application, children's interest and their attention learning approach. Generally, Literature Review and Project Methodology, Analysis, Design, Implementation, Testing and Project Conclusion tell everything about the journey of this project. The introduction explains what the application is and what their purposes are. While in the literature review and project methodology, it explains the existing similar application and comparison, the methodology approach and project requirement. Analysis is the critical part in this report which all information are captured and recorded properly. In addition, the requirements analysis is also covered in this part. The Design is where the architecture of educational courseware prototype will be defined. The Implementation explains the production and implementation process which encompasses the text, graphic, audio and animation production, and the media integration. Testing was conducted among children. Finally, the Project Conclusion explains the prototype strengths and weaknesses.

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ABSTRAK

Pembangunan interaktif komik ini adalah merupakan salah satu bahan bacaan yang digunakan khusus untuk kanak-kanak. Oleh kerana ramai kanak-kanak yang tidak minat membaca, ini merupakan inisiatif yang amat diperlukan untuk membantu mereka. Interaktif komik ini mengandungi pengajaran dan pengetahuan berguna yang boleh di aplikasikan dalam kehidupan seharian. Dengan penggunaan grafik, animasi, suara latar and kesan bunyi dalam aplikasi ini, minat dan perhatian kanak-kanak untuk belajar dapat ditingkatkan. Secara khususnya, Pengenalan, Ulasan Kesusasteraan dan Projek Metodologi, Analisis, Reka Bentuk, Perlaksanaan, Pengujian dan Kesimpulan Projek menjelaskan perjalanan projek ini. Bahagian pengenalan menjelaskan apa yang aplikasi ini sepatutunya ada dan tujuan aplikasi ini. Manakala dalam bahagian ulasan kesusateraan dalam projek metodologi, ia mengaitkan aplikasi yang mempunyai ciri-ciri tertentu dengan aplikasi dan perbandingannya, pendekatan metodologi dan keperluan projek. Bahagian analisis merupakan bahagian kritikal dalam laporan ini di mana semua informasi dikumpulkan dan direkodkan dengan teliti. Tambahan pula, bahagian ini turut menyentuh analisis keperluan. Bahagian reka bentuk ialah bahagian di mana struktur aplikasi dibangunkan. Bahagian perlaksanaan menerangkan produksi dan perlaksanan proses di mana mengandungi produksi teks, grafik, audio dan animasi. Pengujian dijalankan di kalangan kanak-kanak. Hasil daripada pengujian adalah berguna kepada golongan kanak-kanak untuk membantu mereka membaca. Akhir sekali, bahagian kesimpulan projek menerangkan kekuatan dan kelemahan projek.

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LIST OF ABBREVIATIONS

CD	-	Compact Disc
CD-ROM	-	Compact Disc Read-Only Memory
ADDIE	-	Analysis, Development, Design, Implementation and Evaluation
UTeM	-	Universiti Teknikal Malaysia Melaka
2D	-	Two Dimensional
PC	-	Personal Computer

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CHAPTER I

INTRODUCTION

1.1 Project Background

This project is particularly developed for children in the age of between 6 – 9 years old. It is a flash based; a platform that easy to install and portable in any devices of computer. By using this interactive comic, children can understand easily about what the story is telling and enjoy it in the mean time.

This interactive comic will make children more convenience to use and can save their time. We know that, children like to see movement, sound and colorful scenery that will attract their attention at then this will built up their mind.

For years, comic books, graphic novels, and other related material was all done on paper in a book, leaflet, or magazine format. With the advances of technology, however, there has become a new voice in how comic are created. The digital format has come and is here to stay, so we can know which one is better. This project will take a look at making a comic available digitally or printing it.

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1.2 Problem Statement

Before this, story is telling by normal printed comics where comics are less found because children are bored with all text and moral values. By using this interactive comic, the children can understand easily about what the story is telling and enjoy it in the mean time. By incorporating interactivity and animation in this comic, that can attract children to finish up their reading.

This Interactive comic will make children more convenience to use and can save their time. Compare with printed comic, this interactive comic allows children to feel the real experience when go to travel. They also can learn and realize the knowledge at the end of the story.

1.3 Objective

The objective of this project consists of:

- **Developed interactive comics that combine animation and transition effect.**

  Animation and transition effect will put together in this interactive comic to make reading technique more interesting.

- **To test user acceptance of application.**

  This prototype becomes an alternative way for children to learn in and practice inside or outside the classroom to replace the conventional learning treatment methods

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- **Apply teaching method in reading using story telling in digital comics.**

  Reading techniques are used to help the children to master basic skills of reading. Questions are presented in different formats to allow some transfer of learning across different stimuli situations.

- **Brings fun and enjoyment to the viewers.**

  Users have fun when they use this interactive comic and help them to read more than that.

1.4 Scope

Our possible and potential market will be categorized into:

- Pre-school and primary students. This interactive comic can instill the good values in their mind because they will tend to practice what they observe in their life.
- Attract the children in the age of between 6 – 9 years old.
- For children who doesn't like reading

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1.5 Project Significance

The aim is to motivate children to learn about real life and increase their understanding. With its interesting and engaging presentation, this project will help children acquire a better understanding and at the same time they can learn to reading, listen and understand simple Malay language. In other hand, to facilitate children to memorize and identify animal only by hear it's sound.

They also can learn about danger of outside world especially in forest. By using graphics, animation, voice sound effects, children's interest, attention, and reading of this interactive comic, it can attract children to cultivate interest of them in reading.

1.6 Conclusion

This chapter is the introduction of "Interactive Comics". It illustrates and explains the project background, problems of statements, objectives, scope, project significance and expected output. This chapter determines the overall understanding of the project and importance of it. Next, the literature review of the development process will be explained.

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CHAPTER II

LITERATURE REVIEW & PROJECT METHODOLOGY

2.1 Introduction

For this project, the methodology being implemented is prototype methodology. Prototype methodology is selected to develop this project. The selection of this methodology is because this model has a few unique phases which are different from other available methodologies, namely this model applies analysis, designing and implementation at the same time and iteration is used for the three phases mentioned in the life cycle until the project is completed.

2.2 Domain

Animation in flash is domain for this project. Based on the domain that has been chosen, this interactive comics is related to the reading and knowledge syllabus for children. The selected of this project is to find another technique to cultivate interest children in reading. For developing this project, standard program in creating interactive comics is Flash. Flash CS3 has been chosen because this software easy to use and manage it. This software consists many of requirement that can be use to develop an interactive comics. Flash CS3 is used mainly to create background and characters that are essential to the animation. Flash CS3 can manipulate vector and raster graphics, and supports bidirectional streaming of audio and video. It contains a scripting language called ActionScript. Besides that, it provides powerful interactivity tools that allow user to create interfaces, images or animation for the site navigation that include with sound. Flash permits drag-and-drop or copy-paste from one FLA to another, and it automatically brings along any dependent objects into the new library.

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2.3 Existing System

A comic book (often shortened to simply comic and sometimes called a funny book, comic paper or comic magazine) is a magazine made up of narrative artwork in the form of separate "panels" that represent individual scenes, often accompanied by dialog (usually in word balloons, emblematic of the comic book art form) as well as including brief descriptive prose. The first comic book appeared in the United States of America in 1934, reprinting the earlier newspaper comic strips, which established many of the story-telling devices used in comics. The term "comic book" arose because the first comic books reprinted humor comic strips, but despite their name, comic books do not necessarily operate in humorous mode; most modern comic books tell stories in a variety of genres. Webcomics, also known as online comics and internet comics, are comics that are available to read on the Internet. Webcomics can be compared to self-published print comics in that almost anyone can create their own webcomic and publish it. There are many types of online comics, one of that is interactive comics.

Interactive comic allows two-way interaction with multimedia course material, another computer, or another user with direct response to the input, as opposed to one-way communication. It's not just access that makes this interactive comic powerful, but the control over content given to users. Interactive comic enable the user to manipulate the materials through linking, sorting, searching and annotating activities. That also gives the user some navigational controls. Interactive attributes commonly include data or text entry, mouse input, touch screens, voice commands, video capture, and real-time interaction. For this prototype, technique mouse click and multiple choice activities are used to develop this interactive comics.

However, the similar ways of interactive comics are used here in making some comparison and getting ideas on the related researches and cases.

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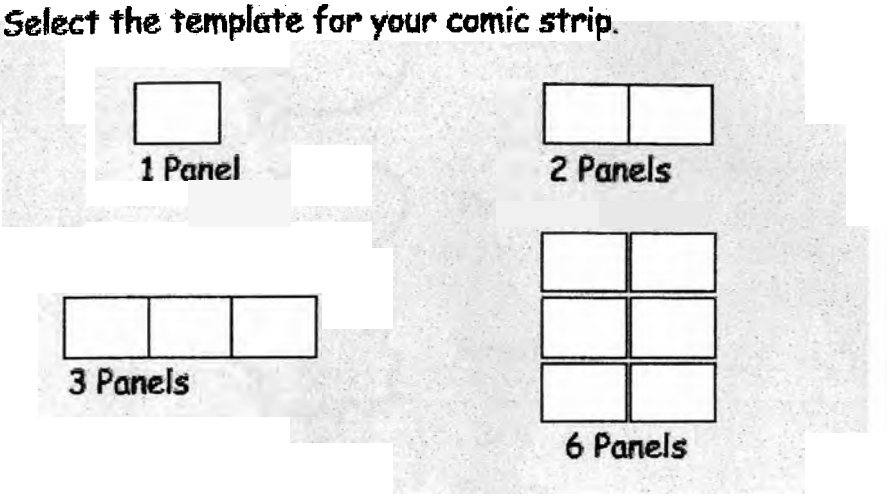

Figure 2.3(a) Panel

Description:

A panel is an individual frame, or single drawing, in the multiple-panel sequence of a comic strip or comic book. A panel consists of one drawing that depicts a single moment. Comic strips in daily newspapers typically consist of either four panels or three, all of the same size. In Asia, a vertical 4-panel arrangement is common in newspapers. In a comic book or graphic novel, the shapes of panels and the number of panels on a page may vary widely.

The word panel may also refer to a cartoon consisting of a single drawing; the usage is a shortened form of "single-panel comic". In contrast to multi-panel strips, which may involve extended dialogue in speech balloons, a typical panel comic has only one spoken line, printed in a caption beneath the panel itself. Many panel comics are syndicated and published daily, on a newspaper page with other syndicated cartoons that are collectively known as comic strips. In this context, panels are contrasted with the more common comic strip format, which consists of an actual "strip" of multiple drawings that tell a story in sequence.

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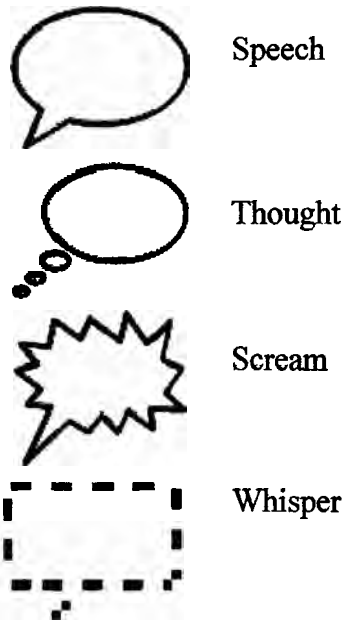

Figure 2.3(b) Speech Balloon

Speech balloons (also speech bubbles, dialogue balloons, or word balloons) are a graphic convention used most commonly in comic books, strips, and cartoons to allow words (and much less often, pictures) to be understood as representing the speech or thoughts of a given character in the comic. There is often a formal distinction between the balloon that indicates thoughts and the one that indicates words spoken aloud: the bubble that conveys subjective thoughts is often referred to as a thought balloon.

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