

**CHILD RIGHT BRAIN DEVELOPMENT: LEARN ORIGAMI THROUGH
TWO DIMENSIONAL (2D) ANIMATION**

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JUDUL: CHILD RIGHT BRAIN DEVELOPMENT: LEARN ORIGAMI
THROUGH TWO DIMENSIONAL (2D) ANIMATION

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**CHILD RIGHT BRAIN DEVELOPMENT: LEARN ORIGAMI THROUGH TWO
DIMENSIONAL (2D) ANIMATION**

ZULAIKHA BTE MOHD ANWAR

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

**FACULTY OF INFORMATION AND COMMUNICATION TECHNOLOGY
UNIVERSITI TEKNIKAL MALAYSIA MELAKA
2011**

DECLARATION

I hereby declare that this project report entitled

CHILD RIGHT BRAIN DEVELOPMENT: LEARN ORIGAMI THROUGH TWO DIMENSIONAL (2D) ANIMATION

is written by me and is my own effort and that no part has been plagiarized
without citations

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6.8	Questions for Beta Testing	86 83
6.9	Criteria of Test Description	87 84

DEDICATION

To Allah SWT...

To my beloved prophet, Rasulullah SAW...

To my beloved parents, Hajjah Khaireyah and Hj Mohd Anwar, sisters and
brothers...

To my beloved friends....

and to my best supervisor Pn. Norazlin bt Mohammed and my evaluator Cik Sarni

Suhaila bt Rahim...

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I would like to thank to ALLAH SWT because give me a chance to live in this world to fulfill my project. I also would like to thank to all people who give me the great idea during learning session at Universiti Teknikal Malaysia Melaka majoring in Media Interactive.

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ABSTRACT

Learning by using a book is not an appropriate method because all the data are stored in conscious memory which is a left brain hemisphere. The new project aim is to develop child right brain including seeing, listening and animation to make data captured into memory as an image form. By following the project aim, Child Right Brain Development by Learning Origami Through 2 Dimensional (2D) Animation is delivering the child right brain learning style through making origami. Using the right brain learning style, it uses intuition, creativity and imaginative as a main point to develop child right brain. The proposed project is able to trigger the child right brain development especially for kids' age three until six and the kids will have more talent to create an origami in crisper and clearer vision; and three-dimensional visualization. The 2D animation will be delivering in .mpeg form.

ABSTRAK

Pembelajaran menggunakan buku adalah cara yang kurang memuaskan kerana semua maklumat akan disimpan didalam otak kiri. Tujuan projek baru ini adalah untuk membangunkan otak kanan kanak-kanak termasuk melihat, mendengar dan animasi untuk disimpan didalam memori sebagai data yang berimej. Dengan berdasarkan kepada tujuan projek ini, Child Right Brain Development by Learning Origami Through 2 Dimensional (2D) Animation dibangunkan untuk menyampaikan cara pembelajaran otak kanan dalam menghasilkan origami. Dengan kaedah cara pembelajaran otak kanan, ia menggunakan kata hati, kreativiti dan imaginasi sebagai perkara utama untuk membangunkan otak kanan kanak-kanak. Projek yang dicadangkan mampu mencetuskan pembangunan otak kanan kanak-kanak khususnya untuk kanak-kanak berumur tiga hingga enam tahun dan kanak-kanak ini akan mampu menghasilkan origami dengan visi yang lebih jelas dan tiga dimensi visualisasi. Animasi 2D ini akan disampaikan dalam bentuk format .mpeg.

TABLE OF CONTENTS

CHAPTER	SUBJECT	PAGE
	DECLARATION	ii
	DEDICATION	iii
	ACKNOWLEDGMENT	iv
	ABSTRACT	v
	ABSTRAK	vi
	TABLE OF CONTENTS	vii
	LIST OF TABLES	xii
	LIST OF FIGURES	xiii
	LIST OF ABBREVIATIONS	xvi
	LIST OF APPENDICES	xvii
CHAPTER I	INTRODUCTION	
	1.1 Project Background	1
	1.2 Problem Statements	2
	1.3 Objectives	3
	1.4 Scopes	4
	1.5 Project Significance	4
	1.6 Conclusion	5

CHAPTER II LITERATURE REVIEW AND PROJECT METHODOLOGY

2.1	Introduction	6
2.2	Domain	6
2.3	Existing System	
9 2.3.1	Pocoyo	10
2.3.2	Blue's Clues	11
2.3.3	Book- Origami of Living Things	12
2.4	Comparison of Existing System	12
2.5	Project Methodology	14
2.5.1	Preproduction	15
2.5.1.1	Analysis	15
2.5.1.2	Design	15
2.5.1.3	Content Management	15
2.5.2	Production	16
2.5.2.1	Character Development	16
2.5.2.2	Animation	16
2.5.2.3	Audio Development	16
2.5.3	Post-Production	17
2.5.3.1	Testing Phase	17
2.5.3.2	Evaluation Phas	17
2.5.3.3	Publishing Phase	17
2.5.4	ADDIE Model	18
2.5.4.1	Analysis	18
2.5.4.2	Design	18
2.5.4.3	Development	19
2.5.4.4	Implementation	19
2.5.4.5	Evaluation	19
2.6	Project Requirements	19
2.6.1	Software Requirement	19
2.6.1.1	Development Tools	19
2.6.1.2	Operating System	20
2.6.2	Hardware Requirements	20
2.6.3	Other Requirements	20

2.7	Conclusion	20
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CHAPTER III ANALYSIS

3.1	Introduction	21
3.2	Current Scenario Analysis	21
3.2.1	Pocoyo	22
3.2.2	Blue's Clue	25
3.2.3	Book – Origami of Living Things	28
3.3	Requirement Analysis	30
3.3.1	Project Requirement	31
3.3.1.1	2D Animation	31
3.3.1.2	Learning Content	36
3.3.2	Software Requirements	43
3.3.2.1	Technical Tools	43
3.3.2.2	Management Tools	44
3.3.1.1	Operating System	45
3.3.3	Hardware Requirements	45
3.4	Project Milestone	46
3.5	Conclusion	50

CHAPTER IV DESIGN

4.1	Introduction	51
4.2	Scene Sequence Diagram	51
4.3	Preliminary Design	53
4.3.1	Storyboard Design	53
4.3.1.1	Treatment	53
4.3.1.2	The Continuity of Plot and Scene	55
4.3.1.3	Script	56
4.3.2	Character Profile	56
4.3.2.1	Fahmi	57
4.3.2.2	Naurah	58

4.3.1.1	Sarah	59
4.4	Conclusion	60

CHAPTER V IMPLEMENTATION

5.1	Introduction	61
5.2	Media Creation	61
5.2.1	Production of Text	62
5.2.2	Production of Graphic	64
5.2.3	Production of Audio	66
5.2.4	Production of Animation	69
5.3	Media Integration	70
5.4	Product Configuration Management	71
5.4.1	Configuration Environment Setup	72
5.4.2	Version Control Procedure	73
5.5	Implementation Status	73
5.6	Conclusion	75

CHAPTER VI TESTING AND EVALUATION

6.1	Introduction	76
6.2	Test Plan	76
6.2.1	Test User	77
6.2.2	Test Environment	78
6.2.3	Test Schedule	78
6.2.4	Test Strategy	79
6.2.4.1	Alpha Testing	79
6.2.4.2	Beta Testing	80
6.3	Test Implementation	81
6.3.1	Test Description	81
6.3.2	Test Results and Analysis	84
6.3.2.1	Alpha Testing	84
6.3.2.2	Beta Testing	91

6.3.3	Analysis Testing	97
6.4	Conclusion	98

CHAPTER VII PROJECT CONCLUSION

7.1	Introduction	100
7.2	Observation on Weaknesses and Strengths	100
7.2.1	Strengths	100
7.2.2	Weaknesses	101
7.3	Propositions for Improvement	101
7.4	Contribution	101
7.5	Conclusion	102

REFERENCES	103
-------------------	------------

APPENDIX A	QUESTIONNAIRES
APPENDIX B	GANTT CHART
APPENDIX C	STORYBOARDS
APPENDIX D	SCRIPTS

LIST OF TABLES

TABLE	TITLE	PAGE
2.1	Different characteristic between left and right brain hemispheres	8
2.2	Specific comparison of existing system	13
2.3	Specific comparison creating an origami between using a book and 2D animation	14
3.1	Specific comparison creating an origami between based on book and 2D animation	37
3.2	Hardware Requirement	46
3.3	Project Milestone PSM I	47
3.4	Project Milestone PSM II	49
4.1	Scene Sequence Diagram	52
4.2	Timeline	52
5.1	Description of Text	62
5.2	Configuration Environment Setup	72
5.3	Detail of Alpha and Beta Testing	73
5.4	Implementation Status	74
6.1	The Detail of the Test User	77
6.2	The Detail of Test Environment	78
6.3	Test Schedule	79
6.4	Test Schedule for Beta User	79
6.5	Five Levels of Rate	80
6.6	Five Levels of Rate	81
6.7	Questions for Alpha Testing	82
6.8	Questions for Beta Testing	83
6.9	Criteria of Test Description	84

LIST OF FIGURES

FIGURE	TITLE	PAGE
2.1	Characteristic of left brain and right brain	8
2.2	Pocoyo	10
2.3	Blue's Clues	11
2.4	Multimedia Production Process	14
2.5	ADDIE Model	18
3.1	Pocoyo Plot	22
3.2	Umbrella open	23
3.3	Umbrella close	23
3.4	Pocoyo and Loula hide from Pato	24
3.5	Pocoyo and his friend use umbrella to cover their body	24
3.6	Blue's Clues Plot	25
3.7	Joe and Steve search the first Blue's clues	26
3.8	Joe and Steve search the second Blue's clues	26
3.9	Joe search the last Blue's clues	27
3.10	Joe thinks the answer of the clues	27
3.11	Joe found the answer	28
3.12	Book Plot	28
3.13	Peacock origami	29
3.14	Box origami	29
3.15	Container origami	30
3.16	Storyline	33
3.17	Percentage of Kids Love Cartoon	40
3.18	Percentage of Kids Favorite Cartoon	40
3.19	Percentage of Kids Know What Origami Is	41

3.20	Percentage of Where Kids Know What Origami Is	41
3.21	Percentage of Kids Know How to Create Origami	42
3.22	Percentage of Where Kids Know How to Create Origami	42
3.23	Percentage of Kids Know to Create Origami Based on the Category	43
4.1	Fahmi Profile	57
4.2	Character turn around	57
4.3	Naurah Profile	58
4.4	Character turn around	58
4.5	Sarah Profile	59
4.6	Character turn around	59
5.1	Process of Creating Text for Download Text	63
5.2	Process of Creating Text for Current Text	64
5.3	Production of Character and Background Graphic	65
5.4	Production of Prop Graphic	66
5.5	Production of Background and Sound Effect	67
5.6	Production of Voice Over	68
5.7	Production of Animation Character and Prop	70
5.8	Media Integration Process	71
5.9	Configuration Environment Setup	72
6.1	Question 1	85
6.2	Question 2	85
6.3	Question 3	86
6.4	Question 4	86
6.5	Question 5	87
6.6	Question 6	87
6.7	Question 7	88
6.8	Question 8	88
6.9	Question 9	89
6.10	Question 10	89
6.11	Question 11	90
6.12	Question 12	90

6.13	Question 13	91
6.14	Question 1	92
6.15	Question 2	92
6.16	Question 3	93
6.17	Question 4	93
6.18	Question 5	94
6.19	Question 6	94
6.20	Question 7	95
6.21	Question 8	95
6.22	Question 9	96
6.23	Question 10	96
6.42	Usability Testing	97
6.25	User Acceptance Testing	98

LIST OF ABBREVIATIONS

2D	-	2 Dimensional
3D	-	3 Dimensional
CD	-	Compact Disk
CS4	-	Creative Suite 4
CS5	-	Creative Suite 5
DVD	-	Digital Video Disk
MPEG	-	Moving Picture Experts Group
.swf	-	Shockwave flash
TV	-	Television

LIST OF APPENDICES

APPENDIX	TITLE
A	Questionnaires
B	Gantt Charts
C	Storyboards
D	Scripts

CHAPTER I

INTRODUCTION

1.1 Project Background

Children have special inborn talent which is easy to develop with parental guidance. They are always using their imagination to draw and writing. The imagination is related to the right brain. The right brain has a high capacity to store many information which they see, listen, touch and else. Besides, right brain hemisphere processes random, creative, intuitive, and multi-sensorial images while the left brain hemisphere processes linear, concrete factual information and logic.

In developing the child right brain, the right brain learning approach is used. Right brain learning approach emphasizes five senses which are perfect memory, rapid calculation math, language acquisition, perfect pitch and intuition. All this senses are related with left brain senses which are sight, sound, taste, touch, and smell. When the natural inner right brain senses mix with conscious left brain knowledge, it will be out picturing a unique intelligence abilities.

The two dimensional (2D) animation is used in developing child right brain to get more attractive to the children. Besides, animation is including image, sound and movement based on what they see and listen compared when using a book, the children only read and see on a static picture.

Recently, learning the origami by using the book is more difficult because it only combines the interaction between reading, seeing and static image. Therefore, creating origami in right brain learning style can make the children become more immersive. The children will capture the image using a left brain senses and turn it into image form and stored in subconscious memory. Then, the children will retrieve the image stored and start doing again and again by using a left brain sense according to the right brain senses.

The process of this 2D animation will take seven minutes duration to complete. Therefore the duration is sufficient enough to target on three until six years old kids.

1.2 Problem Statements

Learning by using a book is not a good method because it is more difficult to understand and memorize. It comes out when the children cannot remind the entire lesson at the end of the teaching session. It is because all the data are stored in conscious memory which is a left brain hemisphere. The left brain turn the data into a language form. This requires a “sequential processing”, whereby data is processed one bit at a time. Human needs interactions which are seeing, listening and animation to make data captured into memory as an image form. The information processes of the right brain are very quickly as images. It is the automatic processing capability that allows the brain to organize and store all these memory images instantly.

Creating origami using the book is more difficult compared by using 2D animation. It is because the children only read the steps while trying create the origami by hand. Origami is needed to make by using a hand through folding and sculpting techniques. Normally, the children just using a hand to write, draw picture and counting numbers in purpose for holding pencil in a correct ways. But, in creating an origami, hand is used to make the children apply all their senses such as touch, taste and sight.

1.3 Objectives

The main objectives to achieve from this project are:

- a) To develop child right brain development for 3 - 6 years old kids by creating origami.**

The main objective of this project is to develop children's right brain by creating origami. The right brain is a effective sponge and immerses up images every second. It even records several images and languages at once without any confusion. It relates with age 3 - 6 years old kids that have high level of imagination. They store data all around them in right brain memory such as touch, taste, sound and others. It assembles all the senses into animation as a main form which the best method for children to make an origami. The children will capture the image using a left brain senses as image form and stored in subconscious memory.

- b) To develop right brain learning style in creating origami**

In developing child's right brain, right brain learning style is use. Right brain learning style emphasizes five senses which are perfect memory, rapid calculation math, language acquisition, perfect pitch and intuition. All this senses are related with left brain senses which are sight, sound, taste, touch, and smell. Once the right brain senses put together with conscious left brain knowledge, it will produce unique inborn intelligence abilities. With all senses, the children can create an origami.

- c) To develop TV edutainment**

Shockwave flash (.swf) is not an appropriate format to develop 2D animation. Therefore, authoring tool like Flash is now support for Moving Picture Experts Group (MPEG) form to integrate with TV edutainment platform. It is also provides higher video quality at lower bit rates of MPEG.

1.4 Scopes

This project is subjected mainly to children. The potential audience of this animation is three until six years old kid whereby this stage of age are suitable time for recognizing colors, shapes and letters. Besides, the children are very curious about their environment and keep asking about something.

The process of this 2D animation will take seven minutes duration to complete. Therefore the duration is sufficient enough to target on three until six years old kids.

This project 2D animation process involves the authoring tools which is Adobe Flash CS5 Professional. The final output will be form in MPEG standard to integrate with TV edutainment platform. The video standards and recording formats of TV edutainment is based on system TV in Malaysia which is PAL in level three.

1.5 Project Significance

This 2D animation will help trigger the child right brain development. This can be useful in their daily life. They will try to solve problems in a creative way. Once the right brain's development had trigger this can make their creativity to burst out, this means they will have more talent to create an origami in crisper and clearer vision; and three-dimensional visualization.

Since most the educations today are only concerns on the left brain development, 2D animation able to expose the children to trigger with their right brain which is results them to be a whole brainer. After their children watch this 2D animation, parent can see the way of children create an origami.