

LEARNING COURSEWARE: KIDDY LAND

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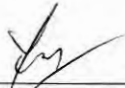
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LEARNING COURSEWARE: KIDDY LAND

WONG YEN WEI

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

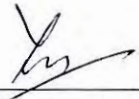
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2011

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: 15/7/2011
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SUPERVISOR:  _____ Date: 15/07/2011
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DEDICATION

To my beloved parents, lectures, friends and those who supported me.

ACKNOWLEDGEMENTS

Firstly, I would like to thank my parents for their undying love and support that has motivated me to complete the project. I would also like to express my gratitude to my course mates and friends who have helped me either directly or indirectly in the completion of the project. Next, I would like to give credits to my supervisor, En Naim Che Pee who has guided me and corrected my wrongdoings throughout those few months of finalizing the project. Last but not least, I would like to thank those people whom I have not mentioned who have aided me in my project.

ABSTRACT

This project is called “KIDDY LAND”. It is a learning courseware that provides learning lesson, exercises, story telling , hand craft animation and game. The main purpose of this courseware is hope that the children can absorb knowledge in a fun and enjoyable way; and we’re building a community for parents and educators to share innovations and insights in childhood education. It is hoped that with this learning courseware, a new method can be used by the teachers to teach the preschool children more effectively.

ABSTRAK

Projek ini dinamakan Learning Courseware "Kiddy Land". Projek ini mengandungi pengajaran pembelajaran, latihan, bercerita, animasi kraftangan dan permainan. Tujuan utama projek ini adalah harapan bahawa anak-anak dapat menyerap pengetahuan dalam cara yang menyeronokkan; dan kami membina masyarakat untuk ibu bapa dan pendidik untuk berkongsi pandangan dan inovasi dalam pendidikan kanak-kanak. Diharapkan dengan projek ini, adanya kaedah yang baru boleh digunakan oleh para guru untuk mengajar anak-anak dengan lebih berkesan.

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LIST OF ABBREVIATION

ABBREVIATION	DESCRIPTION
PSM	Projek Sarjana Muda
FTMK	Fakulti Teknologi Maklumat dan Komunikasi
UTeM	Universiti Teknikal Malaysia Melaka
IMI	Intrinsic Motivation Inventory

LIST OF APPENDICES

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CHAPTER I

INTRODUCTION

1.1 Project Background

In today's complex world, children's futures are determined by their ability to master the basics of reading, science, math and computers. Yet costs, class sizes and other issues often prevent children access to quality learning courseware that can support and reinforce these essential skills. Our vision is to be the source for childhood learning on the learning courseware – available from anywhere and without charge.

With using this courseware , the children can learn math, science, reading and ect with a easy way; and we're building a community for parents and educators to share innovations and insights in childhood education.

1.2 Problem Statements

Nowadays, children are more and more pressure from their school work, children feel bored with the books, and this may cause them afraid or hate to study.

There are several problems that arise on an learning courseware-earlier. Among the problems identified are as follows:

i. Unattractive

Learning courseware built first is boring and does not attract the attention of children. Colors and pictures used are not good and tired.

ii. No current information

The information entered does not follow the latest developments for the education system will continue to update it to the stages of a deeper and broader.

iii. Not user friendly

Ways of information delivery is not easy and user inconvenience. Help had to be there to help guide how to use the learning courseware.

Most of the computer science students are studying the subject compiler. Compiler is an important subject because those student need to know the fundamental of computer before they can go further to study about computer. Compiler is the basic of computer where it transforms all the codes into computer language. Hence, if ones

can develop a game for compiler, it will be a great improvement for the computer science education field.

Motivation is the most overlooked aspect of instructional strategy and it's the most critical element needed by learner. Even the most elegant designed training programs will fail if students are not motivated to learn. Therefore, motivation is important for user to learn. Many students who are force to complete a program are motivated to "pass the test". Designer must work hard to create a deeper motivation in learners for them to learn news skill and use those skills back in their working environment.

1.3 Objective

The objective of this project is:

- To build a multimedia lessons and interactive games that makes learning enjoyable.
- To supports the literacy and teaching in schools
- To motivates the learning process with games and interactive activities
- To inculcate the family bounding while using this courseware between parent and children.

1.4 Scope

Our project scope can be categorized into two, which are the types of applications we deal with and entertaining stuff that we are planning to use in our project to gain user interest. Our project deals with education. Educational courseware which will include kindergarten stories, reading practice, handcraft animation, and games. Kindergarten children who are aged from 4 to 6 years old and kindergartners will be the main users of this courseware, because this courseware is designed and developed to help kindergarten children gain knowledge and skills and also to assist kindergartners in their teaching and daily lectures.

1.5 Project Significance

This project is to make use of interesting animation teaching children interested in learning, and easier to absorb knowledge and also parents get more engaged in their children's education.

This courseware can give benefits to users learning to read in great fun, and also can inculcate the family bonding while using this courseware between parents and children.

1.6 Conclusion

This project is important because it can help parents get more engaged in their children's education and also make use of interesting animation teaching children interested in learning, and easier to absorb knowledge. Our vision is to be the source for childhood learning on the learning courseware, available from anywhere and without charge.

CHAPTER II

LITERATURE REVIEW AND PROJECT METHODOLOGY

2.1 Introduction

The creation of a literature review is one of the most difficult and important tasks to be faced. It requires the culmination of many skills including library research and logical arrangement of information. The literature review is one of the understood parts of a research project. A literature review is a summary of previous research on a topic. Literature reviews can be either a part of a larger report of a research project, or it can be a bibliographic essay. Either way, the purpose is the same, to review the scholarly literature relevant to the topic being studied or doing some researches on the development of a project. Through the research, a better product should be delivered.

The purpose of literature review is to help in explaining on how the question to be investigated fits into the larger picture and why the topic being approached. This section of a scholarly report allows the reader to be brought up to date regarding the state of research in the field and familiarizes them to any contrasting perspectives and viewpoints on the topic. Accurate information in strengthening the idea of the development is very important.

Project methodology is a management and a discipline which can bring significant benefits to organizations by:

- Ensuring limited resources are used on the right projects
- Harnessing the energy needed in achieving beneficial change
- Managing complex changes in an organized way . Assessing risks, defining goals and key success areas and setting quality objectives.

To be effective and workable project methodologies should be appropriate to the task and the organization. Agreed milestones, a few checklists and someone

2.2 Domain

Courseware have huge influences towards the human community in recent years. Courseware is educational material intended as kits for teachers or trainers or as tutorials for students, usually packaged for use with a computer. Courseware can