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JUDUL: Web Base Profiling for Kids Content Development: Interface Design

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Web base profiling for kids content development : interface design / Toh Bee Kiew.

WEB BASE PROFILING FOR KIDS CONTENT DEVELOPMENT: INTERFACE DESIGN

TOH BEE KIEW

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

FACULTY OF INFORMATION AND COMMUNICATION TECHNOLOGY
KOLEJ UNIVERSITI TEKNIKAL KEBANGSAAN MALAYSIA
2006

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I hereby declare that this project report entitled
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STUDENT : _____ DATE : 15/11/2006
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SUPERVISOR : _____ DATE : 15/11/06
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DEDICATION

Specially dedicated to
My beloved parents, brothers and sister who have
encouraged, guided and inspired me throughout my journey of education.

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Projek Sarjana Muda (PSM) is compulsory for a *Kolej Universiti Teknikal Kebangsaan Malaysia* (KUTKM) student before being awarded the degree. This PSM report was being accomplished with the generous help pf great many people, who contributed time, energy, ideas, suggestions, reviews and a great deal of encouragement.

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ABSTRACT

The main purpose of developing Web Base Profiling for Kids Content development: Interface Design inside the *Projek Sarjana Muda* (PSM) is work as a guideline or a reference to kid's interface design designers. This web site is developing for designer's uses not for the kids uses and the motive of developing of this web site is to more understand the kids. The designers of kid's interface design always design the interface based on what are their thinking. They do not design like a kid's thinking. They also do not know what are kids liking and dislike. This web base will contain the elements, interface design, design principles and speech and auditory. Each segment will have sub menus that contain a lot of information. In elements section will divide into many types of elements. Shapes is first part of elements, from the information given, the designers will know are the most like by kids and each part will list of the information and graph of most likely by them. For example, the shapes had been choosing by kids can be use as a button to design the interface but sometime the designers should think the suitability of putting certain object. In Interface Design section, it will describe the layout, example of the layout to review where the button, image place and color combining. Then speech and auditory section are describe about the audio techniques that will be use to put in kid's interface design. Designers no need to follow the entire list out references because sometimes designers also should think the suitability on the interface. This web site just a guideline for designers when design kid's interface but the most important are the designers develop interface are depend on kid's thinking not them. Beside that, they also know the kid's requirement and need.

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ABSTRAK

Tujuan membangunkan *Web Base Profiling for Kids Content Development: Interface Design* dalam Projek Sarjana Muda (PSM) adalah bertindak sebagai panduan kepada pereka antaramuka kanak-kanak. Laman web ini dibangunkan untuk kegunaan pereka bukan untuk kegunaan kanak-kanak dan motif membangunakan laman web ini adalah untuk lebih memahami kanak-kanak. Pereka antaramuka kanak-kanak selalu merekakan antaramuka kanak-kanak berpandukan pandangan mereka sahaja tanpa mengambil kira apa yang kanak-kanak fikirkan sebenarnya. Dalam laman web ini nanti akan dimasukkan elemen, rekabentuk antaramuka, prinsip mereka dan ucapan dan audio. Elemen akan dibahagikan kepada lima bahagian iaitu bentuk, warna, watak, bentuk tulisan, kursor. Setiap elemen mempunyai keterangan masing-masing dan mempunyai graf yang akan menunjukkan peratusan kesukaan kanak-kanak. Contohnya, dari sini pereka akan mengetahui bentuk apa yang digemari oleh kanak-kanak dan bentuk tersebut boleh digunakan untuk dijadikkan butang tetapi kadang-kadang pereka perlu membezakan sama ada ia sesuai atau tidak dalam antaramuka tersebut. Pada bahagian mereka antaramuka pula akan menyatakan sesebuah antaramuka yang sesuai dengan kanak-kanak dimana akan menunjukkan contoh antaramuka yang boleh dijadikan rujukan oleh pereka nanti. Pada bahagian audio turut sama iaitu menyatakan teknik yang sesuai untuk kanak-kanak dan contoh turut akan disediakan untuk lebih memahami. Ini semua hanya satu pandangan yang boleh dijadikan rujukan kepada pereka. Pereka tidak semestinya mematuhi kesemuanya kerana kadang-kadang pereka perlu memikir kesesuainya dalam antaramuka. Laman web ini adalah sebagai rujukan kepada pereka ketika mereka merancangkan sesuatu antaramuka untuk kanak-kanak. Ini dapat mengawal pereka dalam merekakan antaramuka supaya mereka sesuatu antaramuka yang digemari oleh kanak-kanak dan yang penting sekali adalah berdasarkan pemikirin mereka bukan berdasarkan pemikiran pereka.

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LIST OF ABBREVIATIONS

BITM	Bachelor of Computer Science Majoring in Multimedia Interactive
CD	Compact Disk
CMY	Cyan. Magenta, Yellow
CSS	Cascading Style Sheets
fla	Flash
FTP	File Transfer Protocol
HTML	Hypertext Markup Language
HTTP	HyperText Transfer Protocol
JSP	JavaServer Pages
PHP	PHP Hypertext Processor
PSM I	Projek Sarjana Muda I
PSM II	Projek Sarjana Muda II
RGB	Red, Green, Blue
SQL	Structure Query Language
swf	Shock Wave Flash
XHTML	A version of the HTML Markup Language
XML	Extended Markup Language

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CHAPTER I

INTRODUCTION

This chapter defines the project background, problem statements, objective, scopes, project significance and conclusion for this chapter.

1.1 Project Background

This web base, Web Base Profiling for Kids Content Development: Interface Design can count as one of educational program but it is used by designer. Beside that, this educational program will be help when the designers want to develop the interface for kids, either in interactive CD or web pages.

This web base profile will be including all about kid's content development and more on interface design. The developing profile will analyze about shape, color, background color, cursor; font and character that most likely by kids. This is what we call as knowing kid's psychology. Interface designing will accord to kid's need. This information is more on kid's age five to six year old. It means this profile is suitable for developing kindergarten kid's interface.

The shape that will be analyzed is circle, equilateral triangle, isosceles triangle, scalene triangle, right triangle, obtuse triangle, acute triangle, rectangle, parallelogram, hexagon, pentagon, oval, square and diamond. It will show which

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shape is most likely by kids and the shape will be use as button in the interface design. Primary and secondary color also will be analyzed to show which colors are they like and the colors will be use as background color and to make the interface is more interactive. Beside that, font also is one of the elements that can attract the kids. So, the kids will decide which font is suitable for them. The cursor that can attract the kids is cartoons or other cursor. All of this information will be collect by doing questionnaire and observation on kindergarten kids that age between five and six year old.

Designer will use this web base profiling as a guideline when they want develop the interface for the kids. The designer will take it as a reference to create the interface like the kid's thinking. This will avoid kids from feel bore. The designer should think like the kid's mind not they think it suitable for kids. At the end of this web base, will help one activities that designer can create the interface like the profile.

1.2 Problem Statements

The problems that will take a look are designers always creating or developing some courseware and Interactive Learning CD depend on their own idea that they think it is suitable for kids but the reality is not suitable for them. The designer did not do the research about kid's psychology that start from what shapes, colors, fonts, cursors and characters can attract kid's interest. There are no profiles that can guide the designer when doing some interface design. So, the designers just design by their imagination and do not follow the kid's need. The designer just set in their mind that they just want the selling is pepped; they do not care about what kids can learn from their Interactive CD. Then the learning CD will make the kids feel bore when studies session. Developing Web Base Profiling for Kids Content Development: Interface Design are use as a guideline for the designer when they create some interface because the interface is play the main role to attract the kids to learn something. From the design, their may feel more fun because the interface is more on their imagination, suitable for them age between five to six year old. Beside

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that, this profile will guide the designer in the development phase. The designer can take it as a reference and refer it when feel necessary.

1.3 Objective

Objectives that want to achieve by developing this Web Base Profiling for Kids Content Development: Interface Design is:

1. To research on kid's interface design such as which shape, color, font, character and cursor that most likely by them.

2. To analyze kid's interface design such as collecting statistic of shapes, colors, fonts, cursors and characters that most likely by them.

3. To develop a web base profiling that is use as a guideline for designers in designing kid's interface.

1.4 Scopes

As we know, every project focusing on certain scope which have its own limitation or boundaries. The following are scopes for Web Base Profiling for Kids Content Development: Interface Design is:

1. This web base profiling is for kid's interface designers uses, it not for kids uses. They use it as a guideline to guide them during development phases.

2. This web base profiling will contain the information about need of kid's age between four to six (kindergarten kids) in colors, shapes, characters, cursors and fonts most likely.

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3. Beside that, this web base profiling also will be include the layout, balancing between the function and fashion, interaction, interface design principles and speech and auditory. All of this are use for guide the designers along development phases.

1.5 Project Significance

Nowadays, the designers just creating the kid's interface based on what are they think it suitable for kids without consider what are kid's dislike and liking. Some time the interface is not attractive way to attract the kids in their studies either at school or at home. Due to this problem, this project will developed the web base profiling to profile the entire thing that most likely by them in order to solve this problem.

This project is fully focused on guideline area. It uses the web base profiling to profile all the information of kid's requirement for designers uses. This web base profiling will include all the elements that most likely by kid such as shapes, colors, fonts, characters and cursors. In web base profiling will contain the statistic about chosen element by kids. It will show which type of colors, shapes, characters and cursors is most likely by them. Then, designers can view the result of statistic chosen before decide the type of shapes, colors, characters, cursors and fonts will be decorate in kid's interface. For example, at the end the designers should know which colors are kids more prefer. This will make sure the interface are standardize for all kids of the world. The interface is important because the design will attract kids to learn some thing new and they also will interested in they learning process.

Moreover, this web base profiling also attach the interface design that including the layout, interaction and the balancing between function and fashion. All of the interface design element will contain an example to make the designers more understand. Beside that, it also attaches the interface design principles and the speech and auditory to guide the designers. Speech and Auditory page will include an

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example of audio techniques that can be use in kid's interface. At the end, the kid's interface designers will be able design the interactive interface for them.

1.6 Expected Output

All data or information about kid's interest will be collect by doing the questionnaire on 200 of respondents that is kindergarten kids. Beside that, observation also is one of method to collecting the data from kids. From this, the designer will more understand the kid needs.

Web Base Profiling for Kids Content Development: Interface Design is a prototype and will not be publish online. Web base profiling will install all profile about kid's content such as shapes, colors, characters, cursors and fonts. The web base also will include all the result of research on shapes, colors, fonts, cursors and characters most likely by the kids. The result will be guideline to the designer.

The elements of web base profiling will link with each other and it is easier for designers to review the information. Each page will link to other page using the drop down menu. The design of web base profiling must consists as user friendly for the designer.

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1.7 Conclusion

Web Base Profiling for Kids Content Development: Interface Design is use as guideline to designer to guide them when decorate kid's interface. It use for standardize the kid's interface, that including all about the kids like. For Example, shapes, colors, cursors, fonts and characters. It helping designer in creating kid's interface.

All of the information is suitable for design kid's interface in between five to six year old kids. The kid's interface will be design according to kids like and dislike based on the statistic that had been included in Web Base Profiling for Kids Content Development: Interface Design.

This web base profiling are helping designer to understand the kids. Designer can use it as guideline and reference when doing the design. It develops in web base form because the designer can refer the profile where ever they are and when they think it necessary.

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