

BORANG PENGESAHAN STATUS TESIS

JUDUL : Kids Edu (Kids Education)

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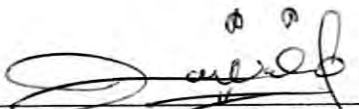
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KIDS EDU (COURSEWARE)

NOORIZAIMI BIN IBRAHIM

**This report is submitted in partial fulfillment of the requirement for the Bachelor of
Information and Communications Technology (Media Interactive)**

**FACULTY OF INFORMATION AND COMMUNICATIONS TECHNOLOGY
KOLEJ UNIVERSITI TEKNIKAL KEBANGSAAN MALAYSIA
2005**

DECLARATION

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DEDICATION

I wish to dedicate this tesis to my beloved parents. I thank them for performing this difficult task, and the journey does not end here.

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Alhamdulillah, thank Allah for blessing me to complete this thesis for Projek Sarjana Muda (PSM). Hope that all effort and energy that contribute to implement this thesis will give benefits to software development.

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May Allah bless us. Thank you.

ABSTRACT

This thesis focuses on the development of a courseware Education and Games in Multimedia (Kids Edu). The purpose of developing this courseware is to help children to learn English by their self in fun learning and also help parents to teach their children to understand English in effective and easy way. The main target for this courseware is the children between four to six years old. This courseware contain three main modules which are education module, games module and exercises module. The courseware used integrations between audio and pictures as a method to approach younger users to learn English. The interfaces are designed and carefully developed in colorful in order to achieve the right target for the courseware. This courseware is developed by using multimedia software, Macromedia Flash MX as the main platform and other supporting software. Hence, it is hoped that developing this courseware will help children to love studying especially in English.

ABSTRAK

Tesis ini membincangkan tentang pembangunan sebuah perisian kursus Pembelajaran dan Permainan Berbantuan Multimedia (*Kids Edu*). Perisian kursus ini dibangunkan bertujuan untuk memudahkan pembelajaran kanak-kanak dengan cara yang menyeronokkan dan juga membantu ibu bapa untuk mengajar kanak-kanak kemahiran memahami bahasa Inggeris pada kanak-kanak dengan mudah dan berkesan. Sasaran utama perisian ini adalah pada kanak-kanak yang berumur dalam lingkungan empat hingga enam tahun. Perisian ini merangkumi 3 modul utama iaitu modul pembelajaran, modul permainan dan modul latihan . Perisian kursus ini menggunakan pendekatan pembelajaran melalui permainan serta gabungan audio dan gambar yang pelbagai kerana kaedah ini sesuai digunakan untuk menarik minat kanak-kanak untuk mempelajari Bahasa Inggeris. Reka bentuk antaramuka direka berwarna warni dan penuh teliti bagi mencapai objektif sasaran perisian. Perisian kursus ini dibangunkan dengan menggunakan perisian pengarang multimedia iaitu *Macromedia Flash MX* sebagai platform utama dan perisian sampingan yang lain sebagai sokongan. Dengan pembangunan perisian ini, diharapkan dapat membantu kanak-kanak menanam minat mempelajari Bahasa Inggeris.

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LIST OF ABBREVIATIONS

ABBREVIATION	MEANING
CALL	- Computer Assisted Language Learning
FTMK	- Fakulti Teknologi Maklumat dan Komunikasi
ICT	- Information Communication and Technology
ID	- Instructional Design
Kids Edu	- Kids Education
KPM	- “Kementerian Pendidikan Malaysia”
KUTKM	- Kolej Universiti Teknikal Kebangsaan Malaysia

LIST OF ATTACHMENTS

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CHAPTER I

INTRODUCTION

1.1 PROJECT BACKGROUND

Kids Edu (Kids Education) is purposely to make children learning process become easier and to help parent in teaching their child the skill to understand English on the age of 4 to 6 effectively. In addition this software comprise the multimedia element such as graphic, animation, voice and an interesting interactivity.

The expanded of Information Communication and Technology (ICT) especially in multimedia field gives a lot of benefit and making the teaching and learning process become easier, save time and energy and also could avoid bored among students.

Because of that, starting 1990s “Kementerian Pendidikan Malaysia (KPM)” had done a lot of approached and spend million of ringgit to buy a high technology equipments including computers for all school in Malaysia.

When we talking about education, it is not only focusing in school. Refers Bill Gates (1996), education will be an individualistic and personal. Fully suspension on teachers and text book is consider primitive. It was not effective anymore for student’s increase of knowledge.

Based on Malaysia requirement that wanted student to learn Science and Mathematic in English starting in primary level, the approach and learning process in

English in preschool level should be thinking of and emphasis by the concern. By that, this system hopefully could help to settle and avoid problems that has been facing by the previous student where the lack of emphasis of learning in English in preschool level in way to help them lessen the problem of using English in school and university. This approach could be able in helping the problem of the latest student who lacks in mastery English and make the learning and teaching process become hard.

In this project, some aspect should be emphasis to manure the children interest through some interesting learning activities such as spelling, singing and an interactive games. Designing and presentation factor is the most important aspect to make it effected to manure the children interest on the important of using English which has become the global language.

1.2 PROBLEM STATEMENTS

Problems that occurred in learning system of preschool children are :-

- a) Learning concept through reading traditionally need a high attention from teachers and parents of the children. Parents will read by an interesting way to their children in purpose to manure their interest.
- b) A story that could not attract the children will not be able to sustain the children interest of reading. Because of that, parents and teachers should make an observation and a details research on what the children like of reading materials. So, we need to create a situation of learning and reading and games which is fascinating. This could enhance their reading flow in English by inserting the multimedia element.
- c) The traditional learning material like books is easily broke and could not stand for long. Moreover for children who has not been in school yet.

- d) Children or student's understanding ratio by reading is only 10%. But their understanding ratio by using multimedia interactive showed an increase of 90%. Orduz (1998).
- e) Not much effective learning material could attract children's interest on learning English.

1.3 OBJECTIVE

The project purpose is to develop a learning and games software in English by multimedia assisted and also to vary the interactive courseware of multimedia method. The objectives are listed below:

- a) To help children age 4 to 6 to learn how to read and learn English by develop a learning software that emphasize the multimedia element and the information.
- b) Integrates modules into one learning and games software for children. The integrated modules had created an interesting and effective learning software.
- c) To easy the teachers at the nursery and parents at home to give one interesting learning material and also an interactive games as a medium to fullfill the children free time and to avoid bored at the nursery or at home.
- d) To give the children chances to start learning from an early age without needed a lot of medium like books and toys. But they only need a CD and a computer.

1.4 SCOPES

This software is focusing on children age 4 to 6. This learning software focus on recognized words and spelling by the inserted graphic and animation.

Beside that, there is also multimedia games based on recognize words and picture in English in way to introduce this recognizing concept to children age 4 to 6. The purpose of this concept is to manure children's nature interest of games. This courseware also emphasize national element by inserting pictures of local fruits so then the children could learn about Malaysia and its nature.

In the learning process of this software, a lot of animation and audio is inserted purposely for fascinating and increased the children's interest of learning english.

This software could be using by teachers of preschool as a medium and an interactive material that could be use in learning and teaching process. Besides that, parent also could use this software to educate their child at home as a free time activities in way to improve the relationship between parent and children.

This software only needs a pc that using the operation system of Windows 98 and above. It uses a CD to run the system without need an external supported system or an installation.

1.5 PROJECT SIGNIFICANCE

This courseware could give benefits to two category of people who are the teachers (preschool teacher and parent) and student (children age 4 to 9).

For teacher, they could have an extra medium in order to train the children in teaching and learning process from the early age. In conventional method, student needs books as a learning material and toys to develop their mind. But by using this courseware, student only need the software and a computer where we know that each family has a computer at home. This could help teacher in saving cost in buying learning aid tools for children.

For children or student, they could have a chance to learn basic English since on the early age. This is related to basic education in English need to be started from preschool level. So that the learning process in primary and secondary school will become easier where we know that “Kementerian Pendidikan Malaysia (KPM)” wanted Science and Mathematic are teach in English. Besides that, children could be exposed to computer since a little. The using of the interesting multimedia element will make the children become more enthusiastic and do not get bored during the learning process.

So, we could see how important the education games being developed for the children education that copy with today national education requirement.

1.6 EXPECTED OUTPUT

In this software, user will learn and play some games based on multimedia element, which are audio, video, graphic, animation and text. Besides games module, learning and exercise module also will be inserted. In the learning module, consumer or student will be introduce to the learning of alphabet. But in games module, games activities that consist the creativity and children attention is inserted. Some of the activities are Drag and Drop and Colour Time. While in the exercise module, there are exercise activities that could train the understanding ability of the children against learning from the learning module. In addition, there are a cartoon character “Dik Bee” that has been inserted in each module as the attraction to the consumer.

1.7 CONCLUSION

To manure children's interest of learning how to spell and read in English at the age of 4 to 6 is by creating a surrounding that could actuate them to love reading. An effective and interactive reading surrounding such as animation, audio, colours and an interesting learning game could attract their manure to give more attention on this learning process. Instead, this software is hopefully could help on early preparation of the children at basic level of school.

CHAPTER II

LITERATURE REVIEW AND PROJECT METHODOLOGY

2.1 INTRODUCTION

The education field has been expand that related to globalisation, information technology blooming, economics of knowledge based, highly competition and the effort towards creating an education system of world standard. Global changing is the addition of interest and effort for the educationalist to use information technology and communication in education. This changing ratio is increase by the enhance of other factor such as lower cost of technology for equipment and software, the using of user friendly multimedia software and the expansion of theory and education model that has been change from teachers concentration to student.

The implementation of new approach in teaching and learning make teachers to change their role from the instructor to fasilitator. Teaching based on exposition method has change to student implement their own learning plan and try to attained the specific criteria. While teachers just have to ensure that student success in doing their learning plan. Besides that, the strategy that could be use by teacher is change the way of teaching and learning at school by integrate the technology into teaching.

2.2 FACT AND FINDING

2.2.1 MULTIMEDIA TECHNOLOGY IN EDUCATION

The expansion of information technology and its ability to present digital information has become the most convenient communication technic in education field. The most common technology that use to send the multimedia information and digital besides a website is through a CD ROM.

The benefits of the CD ROM :

- a) Student could read or learn at the required time and place. The size of CD ROM is small enough to get bring to anywhere easily. It is also could be copy and keep for security. It makes information free from time and place constraint.
- b) Permanent and 'read only' – The saving data could not be change or delete. Virus, a small crash or even a fingerprint could not effect the CD ROM.
- c) Student could get information easily without have to go to the library. They only need a computer that has a multimedia ability.

2.2.2 COMPUTER ASSISTED LANGUAGE LEARNING (CALL)

Computer Assisted Language Learning (CALL) is an effort to attained the learning and teaching method. World citizen competition is increase in 21st century which comprise the changing from industrial society to information society that create new challenge to education institute. Some changes in learning and teaching process approach that happened are :