

Universiti Teknologi MARA

**THE DEVELOPMENT OF “KID’S
ADVENTURE WITH BAWANG PUTIH
& BAWANG MERAH INTERACTIVE
STORYBOOK” SOFTWARE USING 2D
APPROACH**

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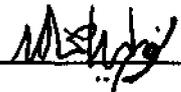
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DECLARATION

I certify that this thesis and the research to which it refers are the product of my own work except for quotations and summaries, which have been duly acknowledged in accordance with the standard referring practices of the discipline.

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ABSTRACT

In summary, the objective of this thesis is to clarify in details from all aspect in designing and developing edutainment software based on selected storybook using 2D Animation approach. With the multimedia technology, the impacts towards the user will be more effective compared to just reading a storybook. This software is specifically designed for children aging 6 to 9 years old. The story that covered in this software is Malay Folklore of “Bawang Putih & Bawang Merah”. With the fusion of multimedia elements, boringness during reading book can be avoided. It also gives the user different kind of excitement and experience compare by reading the book alone. This project is being designed and developed using Macromedia Flash MX 2004. The Waterfall Model has been chose by the developer in order to accomplish this project successfully by delivering the goals that it intended to meets at the end of the phase. In order to get users feedback about this project, the final product has been tested by the user (children aging 6 to 9 years old), and twenty set of questionnaires were distributed to the parents of the users that has been involved during the testing phase of this project. Feedbacks returned by the respondents and findings that have obtained also being discussed by the developer in this thesis report.

CHAPTER 1

INTRODUCTION

1.0 Background of the Problem

As we already know, children are the essence of the future. As they grow up, the essential feature of their life is joyful activities. They can learn and remember any lesson or experience better if they enjoy the activity. Reading, listening or watching stories or cartoons such as the famous Disney cartoons are part of the fun activities that children love most.

Once we talk about children schooling, the first things that usually pop up in our minds is a child, whether a boy or a girl sit down just about a corner, reading a book, and then see her or she thrashes the book. Nowadays, as we know, children have been exposed to many interesting things such as games installed in the computer and cartoons series in television channel at almost everyday and every time.

With the advancement of the technology, hypermedia represents the integration, extension and improvement of books and other media in the electronic domains. Hypermedia on CD-ROM contains the knowledge of entire textbooks, encyclopedias and works of literature, and adds to them audio, animation, video, and many form of pictorial information. Hypermedia programs for children's learning are the edutainment format, a term coined by the software industry to describe program that are both educational and entertainment. Edutainment is a type of embedded learning helping kids learns without them knowing it. The word edutainment was introduced in the early 90's, and defined by edutainment pioneers as "entertainment with an educational twist." (Aleta 2001).