

Universiti Teknologi MARA

**Brain Training via Mobile Board Game
Application for ADHD Children using
Gamification**

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**Final Year Project Report submitted in fulfilment
of the requirements for
Bachelor of Computer Science (Hons)
Faculty of Computer and Mathematical Sciences**

January 2019

SUPERVISOR'S APPROVAL

BRAIN TRAINING VIA MOBILE BOARD GAME APPLICATION FOR ADHD CHILDREN USING GAMIFICATION

By

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This report was prepared under the supervision of the project supervisor, Encik Zaaba Ahmad. It was submitted to the Faculty of Computer and Mathematical Sciences and was accepted in partial fulfilment of the requirements for the degree of Bachelor of Computer Science (Hons).

Approved by



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Zaaba Ahmad
Project Supervisor

JANUARY 8, 2019

STUDENT'S DECLARATION

I certify that this report and the project to which it refers is the product of my own work and that any idea or quotation from the work of other people, published or otherwise are fully acknowledged in accordance with the standard referring practices of the discipline.



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ACKNOWLEDGEMENT

Alhamdulillah, praises and thanks to Allah because of His Almighty and His utmost blessings, I was able to finish this final year project report within the time duration given. I would like to take this opportunity to express my gratitude and indebtedness to my beloved parents, Yahya Abd Wahab and my late mother, Salimah Satari – even if you're not here with me, I will always keep you in my heart and prayers. Along with my family for their unconditional love and support throughout this whole process. I hope I made you proud.

Special thanks go to my supervisor, Encik Zaaba Ahmad for giving me the opportunity to embark on this project. Thank you for all the constructive comments and long discussions that enable me to complete this work. Thank you to my coordinator as well.

I would also like to thank my best friends, whom I call ourselves as the three musketeers and my dear housemates for all the random car rides and conversations that made my university life bearable.

Last but not the least, I would like to express the deepest appreciation to all my peers, the first batch of UiTM Tapah's Computer Science students, who have helped me with the development of this project. I could not have done this without you guys.

ABSTRACT

Attention Deficit Hyperactivity Disorder (ADHD) or commonly known as ADHD is a mental disorder that can affect children or adults. There are three types of ADHD, inattentive, hyperactive and impulsive. ADHD is classified as the most common neurobehavioral condition of childhood. Children with ADHD shows symptoms such as not being able to sit still, having troubles in focusing on a task and easily distracted. Children with ADHD usually do not know how to differentiate between good and bad behaviours. Sometimes, their actions can lead to serious injuries due to their behaviours. Through an observation that has been conducted, there are a few problems regarding this matter. First, the children have troubles in differentiating whether a behaviour is good or bad. Next, the children have problems in working their coordination and attention effectively. Moreover, it has been found out during the interview conducted that the teachers do not have an interactive medium to teach the children regarding their cognitive functions and their behaviours. The significance of this project is to assist children with ADHD to develop the cognitive skills better. This project would also teach the children on good and bad behaviours. Moreover, this project would be able to assist the teachers to teach their students in a more interactive manner. Recent studies also showed that mobile games can help the development of ADHD children as a pedagogy. This project will act as a teaching tool in an interactive way. The methodology used to assist this project is Mobile Application Development Life Cycle (MADLC) which consisted of five phases: concept phase, requirements analysis phase, design phase, development phase and testing phase.