

# **HARMONY IN PROGRESS:**

**INTEGRATING SCIENCE, TECHNOLOGY,  
AND  
SOCIAL INNOVATION  
FOR SUSTAINABLE DEVELOPMENT GOALS**



**e-Book of Extended Abstract  
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# YSS004 - YUSUF'S CAMERA ADVENTURE

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## ABSTRACT

Yusuf's Camera Adventure is an illustrated ebook for kids that combines digital photography to inspire creativity, discovery, and self-expression. This story is about a boy known as Yusuf who bumps into his father's locked telephone and accidentally discovers the camera function. He starts to photograph everything in his surroundings, including his cat, flowers, and the neighbor chicken. The end of his adventure is a self-expression activity where he transforms his photographs into hand-drawn sketches. This project shows how effectively traditional art skills and digital knowledge can work together. The book is for kids and includes a strong message about being aware, imaginative, and making stories. This project expands what picture books can achieve by merging narrative, technology, and art into a kind of experience learning. The innovation refers to its integration of digital into analog storytelling, putting the narrative as both relatable and forward-thinking. This project contributes to the genre of children's literature by promoting together media exposure, self-initiative, and positive family interaction.

**Keywords – creativity, self-expression, storytelling, technology**

## INTRODUCTION

Children are being exposed to smart devices like tablets and smartphones at a very young age in this digital age. Although this spotlight presents chances for early digital learning, it also causes concerns about screen time, limit physical activity, and results in lacking creative expression. Instead of using technology as a tool for inspiration and active learning, many kids today use media content. As a result of this change, the gap between significant cognitive development and technological familiarity is widening.

An ebook innovation called "Yusuf's Camera Adventure" addresses this issue by incorporating digital interaction into an imaginative set. The book provides a balanced approach to digital engagement by narrating the story of an inquisitive child who uses a phone camera to record and then sketch his surroundings. It functions as a teaching tool that encourages creativity, digital savvy, observation, enabling kids to use technology in healthy and meaningful ways in their natural learning activities.

## OBJECTIVE

The objectives of the project are:

- i. To boost children's self-expression, creativity, and experimental skills.

- ii. To incorporate digital components into conventional story construction.
- iii. To inspire appropriate screen time through purposeful application.

## DESCRIPTION OF THE PROJECT

This project is an illustrated children's ebook that tells the story of Yusuf, who records his surroundings with the camera on his father phone. By fusing the creativity of sketches with digital interface, he turns those images into vibrant drawings. The book inspires experimental learning and parental involvement while introducing children to the idea of recording and appreciating their atmosphere. In addition, the ebook motivates primary kids education to initiate attractive story. It is expected to be read for kids aged 5-7 and can be utilised as educational and recreational purposes.



Figure 1: Book Cover



Figure 2: Content Page

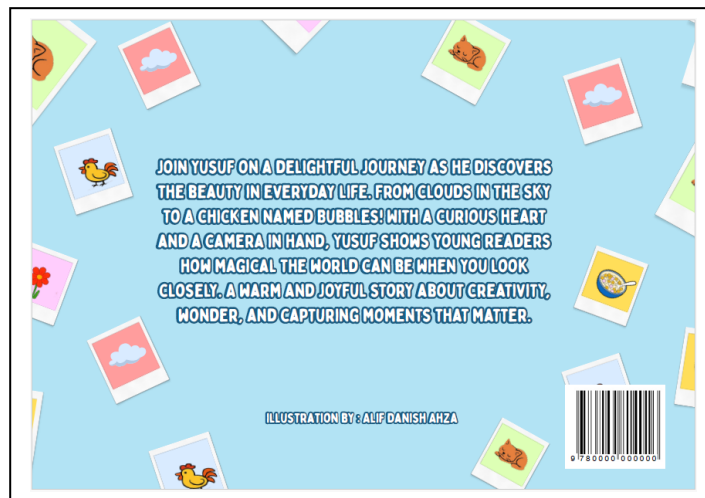


Figure 3: Back Page

## NOVELTY

The ebook uniqueness belong in its thematic combination, which combines conventional teaching approaches with digital interest. In contrast to other children's books that either emphasise goodness or fiction, this one normalises digital tools as means for creativity rather than as disturbances. The book is exclusively innovative in parenting and educational frameworks because it is align with current trends in kids development.

## CONCLUSION

Yusuf's Camera Adventure promotes thoughtful digital interaction and imaginative exploration. It is a useful and relevant educational tool that inspires kids to be creative, expressive, and mindful of their surroundings. The project makes a significant contribution to early childhood innovation in both the literary and educational domains with its dual highlighting on technology and creativity.