

UNIVERSITI TEKNOLOGI MARA

**CHORES COMPLETION
ENCOURAGER APP FOR CHILDREN
USING GAMES BASED LEARNING**

NURUL ADILAH FASIHA BINTI ABDUL RAHMAN

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SUPERVISOR'S APPROVAL

CHORES COMPLETION ENCOURAGER APP FOR CHILDREN USING GAMES BASED LEARNING

By

NURUL ADILAH FASIHA BNTI ABDUL RAHMAN

2013846112

This report was prepared under the supervision of project supervisor, Miss Fadzlin binti Ahmadon. It was submitted to the Faculty of Computer Science and Mathematical Sciences and was accepted in partial fulfillment of the requirements for the degree of Bachelor of Computer Science (Hons).

Approved by

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Miss Fadzlin binti Ahmadon
Project Supervisor

JULY 29, 2015

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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NURUL ADILAH FASIHA BINTI ABDUL RAHMAN
2013846112

JULY 29, 2015

ABSTRACT

Daily chores can be introduced to children as early as preschoolers. Preschoolers should be encouraged to perform their own chores since they are reluctant to complete their chores, they do not know the outcomes of undone chores and they are not interested to do the chores if they are just told to do so. The purpose of this project is to motivate preschoolers in the range of 5 until 6 years old to be more responsible for their own chores. The preschoolers will be motivated by marks and level achieved in the game. Games Based Learning is the best way to encourage the preschoolers since it can attract the preschooler's attractions to play the games and complete the chores. In addition, the combination of several techniques is used to design the applications such as Level Setting Principle, Task Introducing, Arrangement of Task, Usage of Colors and Object, Moving to Next Task, and Gameplay Principle so that it will reach children's expectations in learning through gaming. Other than that, this application will be implemented in android since it is an android based system because preschoolers are proved to be more attracted to play the games through mobile phones. Methodology used to develop this application is Rapid Applications Development (RAD). The result from usability testing shows that the application is beneficial to 80% of selected preschoolers. The other 20% of the preschoolers do not perform their chores after playing the games because they found out that the game is just for fun and does not give impact for them. This project may be upgraded from time to time by adding new features such as more chores can be performed in the applications and more multimedia elements such as audio and agent so that in the future it will be more interesting and helpful.

Keywords: *preschoolers, chores, encourager, motivation, Game Based Learning*

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