

UNIVERSITI TEKNOLOGI MARA

**MOBILE APPLICATION: LEARN ABOUT OUTER
SPACE FOR CHILDREN**

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DECLARATION

I certify that this report and the research to which it refers are the product of my own work and that any ideas 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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ABSTRACT

Today, mobile users are bound to use mobile application every day that usually pique their interest such as social media, video game, online store, etc. Learning application also becomes one of the apps that mostly people use for knowledge purposes based on teaching and learning that comes from the app and such knowledge is about outer space. This knowledge often neglected by children this day because they are not interested in it and probably cannot understand about it. Preventive measure can be taken. Hence, this research aims to describe the knowledge about outer space towards children using mobile application, to illustrate about outer space to children by using multimedia elements such as images, video, and sound, and to develop the mobile application for educating the children regarding knowledge about outer space with convenient platform. The development of the application will be based on SDLC because it helps in early planning and easily manage goals, measuring performance, decision making, etc. It was built using Android Studio, and other software for support such as Da Vinci Resolve for video editing. Some features that were provided by the application are login and registration, content video, quiz, record, and achievement. Based on the results, most of the responses were positive feedback with more than 80% really like the application. It shows that they really like what the application has to offer. Moreover, mobile devices are convenient to use for everyone.

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