

**Universiti Teknologi MARA**

**Learning Japanese Kanji Characters Using  
Mobile Game Approach**

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# TABLE OF CONTENTS

ACKNOWLEDGEMENT.....	iv
LIST OF FIGURES.....	viii
LIST OF TABLES.....	ix
CHAPTER 1 - INTRODUCTION	
1.0 Background.....	1
1.1 Problem Statement.....	2
1.2 Objective.....	2
1.3 Scope of Research/Project.....	2
1.4 Research Project/Aim.....	3
CHAPTER 2 - LITERATURE REVIEW	
2.0 Introduction.....	4
2.1 Japanese Language.....	4
2.2 Games.....	5
2.2.1 Mobile Games.....	6
2.3 Related Research.....	7
2.3.1 Basic Kanji.....	7
2.3.2 Digital Storytelling for Intermediate Japanese Language Learning.....	8
2.3.3 Adaptive Kanji Learning using Mobile-Based Email.....	9
CHAPTER 3 - METHODOLOGY	
3.0 Introduction.....	10
3.1 Research Framework.....	10
3.2 Research Activities.....	13
3.2.1 Analysis.....	13
3.2.2 Designing the Courseware.....	13
3.2.3 Developing the Courseware.....	13
3.2.4 Implementing the Research.....	14
3.2.5 Evaluating the Courseware.....	14
3.3 Learning Theory that will be used in the research work.....	14

3.3.1	Constructivism Theory.....	14
3.4	Hardware and Software Requirement.....	15
3.4.1	Hardware.....	15
3.4.2	Software.....	15
<b>CHAPTER 4 - DESIGN AND DEVELOPMENT</b>		
4.0	Introduction.....	17
4.1	Designing Navigation.....	17
4.2	Storyboard.....	18
4.3	Design and development tools.....	19
4.3.1	Adobe Photoshop and Adobe Illustrator CS3.....	19
4.3.2	Adobe Flash CS3.....	21
4.4	Graphic design for user interface.....	24
4.4.1	Proximity.....	24
4.4.2	Alignment.....	24
4.4.3	Contrast.....	25
4.4.4	Repetition/consistency.....	26
4.5	Application Content.....	27
4.5.1	Welcome page/main menu.....	27
4.5.2	Learn kanji.....	27
4.5.3	Play.....	28
<b>CHAPTER 5 - RESULTS AND FINDINGS</b>		
5.0	Introduction.....	30
5.1	Functional testing.....	30
5.2	• Usability Testing.....	31
<b>CHAPTER 6 - DISCUSSION AND CONCLUSION</b>		
6.0	Introduction.....	34
6.1	Functional testing.....	34
6.2	Future Work.....	34
<b>REFERENCES.....</b>		<b>35</b>

## **ABSTRACT**

Japanese language has been introduced to our country as a third language nearly 50 years ago. Because of it is a foreign language, certain problem arise among the learners especially on learning Japanese characters. This project is about developing a prototype of mobile application/game to solve problems related to Japanese kanji characters. Mobile phone is used as the medium of delivery and assist user in learning Japanese Kanji Characters. A test on the usability of the application showed that users are able to recognize kanji characters after using this application. One of the significance of this project is so that this game can be used as other alternative to study in a fun way.