

UNIVERSITI TEKNOLOGI MARA

**CHILDREN'S PERCEPTION ON GAMING
TECHNOLOGY**

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IT Project submitted in partial fulfilment of the requirements
for the degree of

Master of Science (Information Technology)

Faculty of Computer and Mathematical Sciences

February 2013

ABSTRACT

Though today's children have many chances to interact with IT technology, what they understand about technology from their point of view still needs to be explored. In this research, the researcher is reporting on how children define IT technology and what they understand about technology to be in a real-life context. Besides, the researcher also studied on the gaming experiences and their emotional responses towards gaming. Hence these studies also looking at the perception on gaming technologies preferred by children. The researcher used qualitative research aiming to identify the differences in children's definitions and their practical understanding of technology. The participatory approach is being selected in order to get to know with the children of Generation Z. The purpose of this study is to find out children's perspectives on gaming technology. The study will explore more on their experiences while playing games and their emotional responses towards games. Furthermore, the researcher wants to explore in depth children's imagination in what are really the kinds of features of gaming technology needed that is suitable for children to have. The findings will be useful to the technology and gaming developers in making their decision in developing the gaming devices that are usable and yet it is coming with the fun experiences for children and young peoples.

ACKNOWLEDGEMENT

Alhamdulillah, all praises to Allah S.W.T., The Most Greatest and The Most Merciful for His guidance and blessing, because without it I cannot finish this research. I also wish to express my gratitude to my thesis supervisor, Dr Fariza Hanis bt Abdul Razak, enthusiastic guidance, invaluable help, encouragement and patience for all aspects of this thesis progress. Her numerous comments, criticisms and suggestion during the preparation of this project are gratefully praised. Mostly for her patience on any problem that occurred during the thesis is invaluable and appreciated.

I also would like to thank to all my friends that gives support and helping me for finishing the thesis. Their support and help always give motivation and energy for me to finish the thesis.

Heartfelt acknowledgement is expressed to my family especially my parents and my family members. Without them guidance, support, encouragement and advices, I may never have overcome this long journey in my studies. When I felt down, their love will always give me strength to face all the problem and complication happened. I also would like to thank to people that directly or indirectly help me in finishing the thesis.

Thank you very much.

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