

UNIVERSITI TEKNOLOGI MARA

ANICOMIX : ANIMATED COMIC AS AN ASSISTING
PEDAGOGICAL TOOL

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ABSTRACT

There are various electronic pedagogical tools being developed nowadays such as, digital storytelling, games and multimedia course wares. Digital comics are also categorized as one of the electronic pedagogical tools. The educational potential of comics is an issue worth researching. However, the existing approach is rather time consuming and impractical. Therefore, this research has looked into designing and developing an animated comic which added interactivity, making the application more efficient and developing the application as an off-line pedagogical tool. ANICOMIX is a prototype of an educational animated comic that acts as a teaching aid. ANICOMIX aids learners to understand the concept of procedures and processes that could not be demonstrated in real life such as Biology, History, Information Technology by following and interacting with the light-plotted animated comic strips that are closely related with our daily lives, with a hint of humor. The storyline of the ANICOMIX is built on the must-have keywords that are needed in understanding the complex procedures.