

UNIVERSITI TEKNOLOGI MARA

DIGITAL STORYTELLING FOR
MOBILE APPLICATION

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“In the name of ALLAH S.W.T. the Most Beneficent and Most Merciful”

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ABSTRACT

Reading since early year is important for success in the future but currently, the reading still does not get the attention from public. It is important to educate the children from an early age to like reading a book. By supporting children to read in their leisure time at every age, by looking at reading through the picture or chapter books for example, parents can help to ensure that children are equipped with the necessary skills to succeed in later life. In order to gain the interest of reading among people since early age, the help of multimedia element is needed to create digital storytelling that can attract children to reading and learning something new. The main objective of this project is (1) to identify the requirements for digital Storytelling for Mobile Application, (2) to design the digital storytelling for Mobile Application and (3) to develop and deliver a digital storytelling for Mobile Application. The development of this project using the ADDIE model as methodology framework. This model consist five phases with are starting with analysis, design, development, implementation and end with an evaluation. The benefit of this this project to user are in termof a new learning experience and cost effective. It is hoped that the development of this system can provide many other benefits to researchers in term of the system expansion for the same related problem. There are some recommendation to researches for future work which are use another mobile application platform other than Android application to deliver the storytelling, provide more than one story in one application and enhance the quality of the content of storytelling.

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