

**UNIVERSITI TEKNOLOGI MARA**

**MOBILE LEARNING APPLICATION ON HYGIENE  
AWARENESS FOR KINDERGARTEN (KIDGIENIC)**

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## ABSTRACT

Learning is crucial to everybody regardless of their age. Education and technology are interconnected where technology has influence education nowadays. The same goes to hygiene awareness as prevention is better than cure. The problem faced by the teachers and parents are how to teach children the important of hygiene especially hand washing for younger kids. Therefore, this project is to propose an innovative way to assist and teach children how to wash hand properly through mobile learning using mobile technology. The objectives of this project are to identify the user requirements for Kidgienic mobile learning on hygiene awareness for kindergarten, to design, and to develop Kidgienic mobile learning on hygiene awareness for kindergarten. The scope of this project is kindergarten students aged 3 years old. They will learn steps needed for washing hands. This project used the ADDIE Model as the methodology approach to the development of Kidgienic mobile learning application. ADDIE Model is divided into five stages which are analysis, design, develop, implementation and evaluation. However, to develop Kidgienic mobile learning application, it only concentrates on three phases which are analysis, design and development. Android Studio has been used as main software to develop Kidgienic mobile application as well as Adobe Photoshop, Adobe After Effects, Adobe Premiere CC and Construct 2. As conclusion, Kidgienic mobile learning application may help students in learning the right steps for washing hands.

**Keywords:** Technology for Student, Mobile Learning, ADDIE Model, Education, Preschool Student, Hygiene Awareness

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# CHAPTER 1

## INTRODUCTION

### 1.0 Chapter Overview

This chapter provides the overview of the project background, problem statement, objectives, scope and project significant of the project. The background of the project give an overview on what the project is all about. Furthermore, the problem statement is referring to the current issues identified to the need of the project. In addition, the objectives of the project stated the target and outcome of the project. Lastly, scope is justifying while project significant of the project is discussing.

### 1.1 Project Background

With this rapid growth of information and communication technologies (ICT), mobile devices are increasingly becoming part of our daily lives in various aspects. Mobile learning is now one of the branches of ICT in education where it act as a platform for teaching and learning. It has attracted a lot of interest this few years as the platform for teaching and learning. However, different from personal computers, the size and resolution of mobile phones screen size are restricted in displaying content (Ali, Alrasheedi, Ouda and Capretz, 2014). Ally and Prieto-Blázquez, (2014) stated that the next generation of mobile learning will be more ubiquitous where there will be smart systems everywhere that can be learned from. They can learn from different sources instead of using only one device. Mobile learning also allows cloud teaching which easy to access people, resources and information freely despite the location.