SUPERVISOR APPROVAL

MOBILE ANIMAL LEARNING WITH 3D GRAPHIC

By

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ABSTRACT

3D graphic can sharpen a child's brain to learn better and provide them a better visualization for whatever they are learning. Yet when we look through the list of Android animal learning application, most of them are created with 2D graphics. The lack of 3D animal educational application in Android platform could holds back kids who use Android device to learn about animals more effectively. Thus, the aim of this project is to develop a new 3D mobile animal learning application for the Android. This project utilizes Blender to create 3D graphic model and Unity to produce the application. The significance of this project is it utilizes the 3D graphic to teach users about animals compared to most of the same type of application in Android platform which is made with 2D graphic, since 3D graphic is better than 2D graphic in term of providing learning experience and learning effectiveness. The evaluation of this project is done by interviewing children before and after they use two different applications, which is a 2D animal learning application and this nearly developed 3D application. The results of the evaluation shows that this application has successfully meet its objective since majority of evaluation participants agreed about this application can help to solve the issue stated in the problem statement.

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CHAPTER 1

INTRODUCTION

This project is to study and show that a 3D educational applications can provide kids a better learning experiences and can also help them to gain knowledge more effectively compared to 2D educational applications. There are a lot of things learned by kids nowadays that could be turned into 3D educational applications. So for this project, an animal learning 3D educational application for kids is chosen to be developed.

The reason why animal learning is chosen as this application's main focus is because animal extinction is still happening around the world. One of the main reason is due to global financial crisis and continuing economic uncertainty nowadays, we seem to care less and less about the environment and more and more about budgets and surpluses (Ritchie, 2013). Teaching kids to learn about animals and the danger of animal extinction could be helpful in solving this issue since they are educated about it at a very young age, hence they will be more likely to love and protect animals when they grow up.

1.1 Problem Statement

Nowadays, kids can learn about animals through animal educational applications and most of them are in 2D form. According to Johanson (2016), study shows that 3D can sharpen a child's brain to learn better compared to 2D. Yet when we search about animal learning application for children on Android platform, we can