UNIVERSITI TEKNOLOGI MARA

Du'a for Children Using Animation Approach

Saiful Ashraf Bin Sa'adi

**Thesis submitted in fulfillment of the requirements
for Bachelor of Computer Science (Hons.)
Multimedia Computing
Faculty of Computer and Mathematical Sciences**

July 2018

ACKNOWLEDGEMENT

Alhamdulillah, praises and thanks to Allah because of His Almighty and His utmost blessings, I was able to finish this research within the time duration given. Firstly, my special thanks goes to my supervisor, Assoc. Prof. Rosslina Mohamed Nawi that had help me understand all the requirement and finish my research. Millions of thanks for all the guidance and patience you had shown to me. I won't be able to finish this project without your concern and assistance.

Secondly, I would like to thank Dr. Marina Ismail as my lecturer who also give me a guide and also for all the trouble she took to make sure that me and my colleagues produced a good report and get better grades. Without your guidance, we all will be lost in producing this report and project.

Special appreciation also goes to my beloved parents for the support and comfort they had gave me. Mum and Dad, without the strength that you inspired, I won't be able to stand and face all the challenge in doing this thesis. Also thank to my sibling who also give me courage to complete my thesis.

Last but not least, I would like to give my gratitude to my dearest friend who had stand along with me all this time. Pals, I owe you all so much. I won't forget all the helping hands that had willingly back me up in the time needed.

May God repay you all more than what you have done for me. Millions thanks from me to all of you.

ABSTRACT

Du'a for Children Using Animation Approach is an application that can be used by children age 5 to 9 years old to learn daily du'a by playing an application and watch animation at same time. Most of the application in the market is using Indonesian language, text base and audio only but without animation. This creates a certain problem where the application cannot attract the Malaysian children who do not understand Indonesian language. Those application also lack attractiveness for kids. The objectives of this project are to teach and help the children to learn and remember daily du'a by using Malay language as the main Language and the animation approach as an attractive element. This project is developed using Adobe Photoshop, Adobe Character Animator, Adobe Media Encoder, Audacity, Sony Vegas Pro, and Construct 2. The evaluation of this project is done by interviewing 10 kids from kindergarten aged 5 years old. The interview was conducted before and after they played the application. The evaluation is conducted to test the effectiveness of the application in teaching and help children learn daily du'a. This project produces a good and positive result where the children love to play with the application and they can learn new du'a from the animation in the application. This project is able to help the children understand, learn and remember daily du'a in a more effective way. It also helps make the children stronged spiritually.

TABLE OF CONTENT

CONTENT	PAGE

CHAPTER 1

INTRODUCTION

This chapter provides the background and rationale for the study. It also gives details of the problem statement, objective, scope and the significance of the daily du'a on children.

1.1 Introduction

Nowadays, many kids are not taking du'a as an important role in their live. With the advancement of technology now, storytelling and digitization are two important elements that can attract children to learn and gain their attention, especially in the development of their social interaction and communication. Research shows that approximately 65% of the population are visual learners because the brain processes visual information 60,000 faster than text. Moreover 90% of information that comes to the brain is visual and 40% of all nerve fibres connected to the brain are linked to the retina(Bakar et.al, 2013). So, teaching of du'a for kids using animation is a good way to tackle their attention. Plus, kids nowadays like to follow what the character does in the animation.