

**Universiti Teknologi MARA**

**E-Learning:English Language Web-  
Based System For Pre-School Students  
Using Cloud Infrastructure**

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## **ABSTRACT**

Currently, majority of the education game still cover basic chapter such as nouns, verbs and adjectives. Thus, the education lesson and game that is effective is needed nowadays. This research paper will cover the e-learning lessons and game which consist of 5 chapter; actions, animals, adjectives, clothes and emotions and data representation for pre-school students. The games aim to attract the students' interest in learning English while playing games. In order to attract the students to play, the storyboard of the educational lesson and game must be interesting enough and yet, the education element should also be implemented. In addition, game features such as scoreboard play the importance role in attracting the students to play. Moreover, as we can see, most of people nowadays have their own laptops and personnel computer including the pre-school students. Since the laptops and personnel computer can be used to browse any website, there is an opportunity of developing e-learning lesson and game that must be grabbing in effective ways. Furthermore, the webhosting site is needed in order to integrate the e-learning with social networking browser. The website has been deployed on the netlify cloud computing platform. The aims to support learning process efficiency of the learner in sociability and playfulness on online network

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# CHAPTER 1

## INTRODUCTION

### 1.0 INTRODUCTION

This chapter provides the background and rationale for the study. It also focus on the problems that has been faced in this research. In addition, in this chapter, the aim and objectives of the project will be discuss as they will contribute to the solutions regarding to the problem. The project scopes will specify the limitation and how the application work. Next, the significance of the project will explain the benefits of the English Language Application for the user.

### 1.1 PROJECT BACKGROUND

An English language is one of the compulsory subject that must be teach at school. By learning English subject, the student will be exposed to learn nouns, verbs, adjective and they will experience to talk in English language during the class session.

English language, West Germanic language of the Indo-European language family that is firmly identified with Frisian, German and Dutch (in Belgium called Flemish) dialects. English started in England and is the predominant language of the United States, the United Kingdom, Canada, Australia, Ireland, New Zealand and different island countries in the Caribbean Sea and the Pacific Ocean (David Crystal & Simeon Potter, 2019). In addition, English has been titled as a global lingua franca and most other countries of the world prefer English as a foreign language.

As indicated by the National Institute of Standards and Technology (NIST, 2000), computing is a model for engaging supportive, on-demand compose access to a typical pool of configurable preparing resources. For example, the systems, servers, stockpiling, applications and administrations which can be immediately provisioned and released with unimportant organization effort or authority association correspondence. Besides that, Armbrust et al. (2010), state the cloud computing as the application which are passed on as an organization over the web and those other organizations are given by the hardware and system programming in the server field.