

Universiti Teknologi MARA

Saving Money Application For Children

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ABSTRACT

This application is focus on how to develop an interactive application,” Saving Money Application for Children” for helping parent teaching their children about saving money. This application can use anywhere by using mobile devices. The objective of this application is to determine habits on daily spending money for children, to develop the mobile application and to test the application usability. The target user for using this application from 7 until 11 years old. The expected result for this project, this application can help children to spend money in daily life so that children can learn saving money very important for the future. The methodology applied for developing this project is using ADDIE model which is stand for analysis, design, development, implementation and evaluation. In the last phase, the measurement will be measured on the effectiveness of the project based on the testing. In conclusion, the final product of the project has achieved the objective.

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CHAPTER 1

INTRODUCTION

This chapter provides the introduction about the project titled “An Interactive Mobile Application: Saving Money Application for Children”. This chapter consists of the background of study, problem statement, objective of project, scope of the project and project significant will be discussed.

1.1 Background of Study

Several theories shed light on the process of saving and effects or benefits of savings on children. Regarding the process of saving, theories represent different levels of analysis following a rough continuum from individual to structural, including human development theory, socialization, behaviour economics, and institutional theory. According to human development theory, children gain ability to save money and manage as they transition to adult roles and responsibilities. However, even small children are able to understand basic financial concepts and know it is reasonable for parents to give proper guidance to children to save money.

This is to develop a longer period of time, such as saving for understanding long-term goals. Based on research parents can influence a child to save money in terms of giving a monthly allowance to them, become a role model and teach them to self-control (Webley & Nyhus,2012). Children’s savings are likely the result of a range of individual and institutional factors, but relatively little research has investigated them. In the studies that follow, we present evidence that sheds light on children’s savings experiences.