Universiti Teknologi MARA

Edutainment Game for Kids:
Learn About Shapes
Aged 4 to 5 Years Old

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ABSTRACT

The system that has been developed is entitled 'Edutainment Game for Kids: Learn about Shapes' which focus on pre-school children aged between 4 to 5 years old. The content of this courseware is to teach children about basic shapes that exist in their surroundings. The system will be presented by using the combination of multimedia elements depending on a suitable topic. The target of this project is to deliver shapes learning with interesting and informative system to children. System approaches is to provide study courses and game by including multimedia elements such as text, sound, images and animations into the system. Macromedia Flash MX 2004 is used as a platform for the development of the system. The navigational technique that is used for the system is *sequential, exploratory* and *topical* while the user interface design will be in the form of *Graphical Direct Manipulation* technique.

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INTRODUCTION

1.1   Project Background

Learning should be a lifelong process, which parents must be a model to their children. If they take the time to show to their children that learning is fun and at the same time, practical practices are being applied in everyday life, then their children will grow to learn to love learning.

Above paragraph is an opinion taken from many researches on the concept of learning process for children. However, those researchers involved do have the similar opinion about it. They proposed that parents should take the first action in teaching their children about the importance of knowledge. Through parents' observant, supervision, teaching and the share of knowledge with them, it would create a good growth process for the children.

But nowadays, so many parents are occupied by their work. They sometimes do not have much time to teach their children or watch over their children learning process. So, from this situation, the new methods were introduced to ensure that children could learn more about knowledge even though their parents are not beside them.

In the market, there are so many new technology provided in terms of to help the children to learn. For example; storybooks in the Internet, story-telling CD's and courseware those provide knowledge to children in many ways.