

Universiti Teknologi MARA

**Multimedia Game:” Dam Ular” for
Kindergarten**

Hanee Norelly Bt Jemain

Thesis submitted in fulfillment of the requirements for
Bachelor of Science (Hons) Information Technology
Faculty of Information Technology And
Quantitative Science

May 2006

DECLARATION

I certify that this thesis and the research to which it refers are the product of my own work and that any ideas or quotation from the work of other people, published or otherwise are fully acknowledged in accordance with the standard referring practices of the discipline

MAY 31, 2006

HANEE NORELNY BT JEMAIN

2003327360

ACKNOWLEDGEMENT

Alhamdulillah, in the name of Allah the All Mighty, the Most Compassionate, the Most Merciful and the Most Gracious, praise to Allah, the one and only, for giving me patience, strength, knowledge, and ability to complete this thesis.

First and foremost, I would like to thank Pn. Marina Bt. Yusof because of her guide on the method and the way to do this thesis. I also owe deep thank to my supervisor, Puan Norizan Mat Diah for her guidance, idea, and patience in assisting this thesis from proposal till the completion of the dissertation, and giving me the opportunity to work under her supervision. I also would like to address my special love and appreciation to my beloved parents, families and friends for their loving, caring, and supporting that give me strength to learn and acquire knowledge during the period of my study. Without them, I will be able to finish this research.

Lastly, I also would like to thank to all the people involved formally and informally in the development that is not mention above. Thank you.

ABSTRACT

Last ten years we have seen explosive growth of computer technology used for learning in schools, universities, business industries and professions. Consequently, the quantity of educational software has increased dramatically. The multimedia capabilities today's are advanced as a platform to give a better performance in learning especially learning in mathematics." Dam Ular" multimedia game was introduced to kindergarten on learning mathematics in different dimension which is focus on additional and subtraction. In developing the courseware, methodology that used is ADDIE Model which is consists of analysis, design, development, implementation, evaluation. The data is collected through doing a research on existing journal and similar courseware. "Dam Ular" game is developing in an interactive form that allows the children to participate in the learning process. The children can learn mathematics by answering the questions provided besides having full of fun.

TABLE OF CONTENTS

Acknowledgement	iii
Abstract	iv
Table of Contents	v
List of Figures	viii

CHAPTER 1 INTRODUCTION

1.0	Introduction	1
1.1	Problem Statement	2
1.2	Objective of the Research	3
1.3	Project Scopes	3
1.4	Significance of the Research	3

CHAPTER 2 LITERATURE REVIEW

2.0	Introduction	4
2.1	Computer Technology in Education	4
2.2	Computer Based Learning	5
2.3	Computer Assisted Learning	6
2.4	Interactive Multimedia and it Benefit	6
2.5	The purpose of using game	8
2.6	The significance of mathematic	13
2.7	Children behaviors	14
2.8	Graphical User Interface (GUI)	15
2.9	Flash game development services	16
2.10	Conclusion	17

CHAPTER 3 RESEARCH FRAMEWORK AND METHODOLOGY

3.0	Introduction	18
3.1	Analysis	19
3.1.1	Data Collection	20