

**THE DEVELOPMENT OF
INTERACTIVE MULTIMEDIA EDUTAINMENT SOFTWARE
FOR DYSLEXIC CHILDREN (PROTOTYPE)**

**MOHAMAD IZRAN BIN IBRAHIM
(2002365138)**

**THIS IS SUBMITTED IN FULFILLMENT OF THE REQUIREMENTS FOR
BACHELOR OF SCIENCE (HONS) INFORMATION TECHNOLOGY**

**FACULTY OF INFORMATION TECHNOLOGY AND
QUANTITATIVE SCIENCE
UNIVERSITI TEKNOLOGI MARA
SHAH ALAM
NOVEMBER 2005**

DECLARATION

I hereby declare that the work in this thesis is my own except for quotation and summaries which been duly acknowledge.

November 2005

Signature:

.....

MOHAMAD IZRAN BIN IBRAHIM

2002365138

ACKNOWLEDGEMENT

In the name of Allah, Most Compassionate, Most Merciful Thank you mighty God for giving me the strength on completing my final project paper.

This project was made possible by the efforts of many good people who had provided valuable information, references material and collaborative support. First and foremost, I would like to express my highest appreciation to my supervisor, Puan Suzana Baharudin, for his patient, advice and critical review. This project wasn't made possible without her full support.

Not to be forgotten, to the course coordinator of Bachelor IT CS 220, Pn Salwani bt Jaafar, who always nicely treat CS220 students problems. Thank you very much.

My deepest appreciation and thanks to parents, Ibrahim Bin Jani and Rafeah Bt. Haji Mohamad and my family members for their love and support that bring me spirit and strength to complete this project.

My last grateful thank goes to my friends for the encouragement and friendship. Thank you very much.

ABSTRACT

Multimedia elements are now widely used in many area of application such as business, medicine, marketing, military, education, and entertainment. So, this project aims to produce edutainment software using multimedia technology for learning and early reading. The group of user targeted to use this software is for the syndrome called Dyslexia. This project acts an early exposure to learning character and simple word. Researchers stated that children's cognitive developments begin in early stage in their life and suggested children's software should be designed suits to their needs. Therefore, this software will be the best supplement to the traditional teaching and learning method where children especially Dyslexic children, can help themselves in enhancing their ability in learning character and learning how to read. The beauty of this edutainment software is that not only provides entertainment to the user but also teaches the user how to remember the character , how to pronounce, how to spell a simple word. The children are also able to use the software at home without the supervision from a teacher since the software have an agent itself that act as a teacher. The methodology adopted to develop this software is System Development Life Cycle (SDLC) model. The software used for the development of this project are Macromedia Flash 5.0, Adobe Photoshop 7.0, Adobe Illustrator 10, Magix Music Maker 2005, Pocket Voice Recorder and Swish 1.51.

CONTENTS

	PAGE
DECLARATION	i
ACKNOWLEDGEMENT	ii
ABSTRACT	iii
CONTENTS	iv
LIST OF FIGURE	x

CHAPTER 1 INTRODUCTION

1.0 Background	1
1.1 Problem Statements	2-4
1.2 Project Goal	4-5
1.3 Research Objectives	5
1.4 Project Scope	6
1.5 Research Significance	6