

UNIVERSITI TEKNOLOGI MARA

**Applying Storytelling and Gaming Approach in
Multimedia Application for Preschool Student**

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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

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Abstract

The importance of information technology in education is not a new issue in this Information Communication Technology era. The usage of multimedia such as audio, video, animation and graphic make the teaching more interesting and fun. One of the ways of teaching is storytelling. This project is covering the concept of storytelling and gaming in developing the prototype of application that suitable for preschool student. The way of developing the application is based on the research that have been done before about the storytelling and the interface of the application that suitable for the certain audience. The storytelling is all about the preparation of student name Siti to school. The story begin with the moment she wakes up until the moment she is ready to go to school. There will be a game after the story end.

Keyword: Storytelling, game, multimedia storytelling.

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My name Mohammad Siddiq Bin Rosely and currently student in the third semester of the BCS (Hons.) in MARA University of Technology, Shah Alam. This proposal report is prepared for the purpose of completing one of the requirements for the subject of Project Formulation (CSC633).

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I hope this report will provide useful information for learning Project Formulation subject.

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Mohammad Siddiq Bin Rosely

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