

Universiti Teknologi MARA

**Game-Based Learning Application for
Kids: LearnFun Animals**

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DECLARATION

I certify that this report 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

Animals are classified as members of the kingdom Animalia. There are many types of animals that can be explored. Children and animals can easily form deep and loving bonds, which can benefit child development in ways such as increased self-esteem, increased courage to take responsibility, and a sense of improved self-control. The goal of this research is to introduce about animal to children who are interested in animal, eager to learn and their development through game-based learning mobile application. It is an interactive animation game which they can learn about animals and know how its sounds. Introducing animals with using animated animal character, it sounds and the use of variety of colors, and also learn the animal class of vertebrates. This case is to provide a conducive learning environment. For research methodology this project consists of seven phases, which are planning, information gathering, data collection and analysis phase, design phase, implementation phase, testing phase and maintenance and documentation phase. The development for construction code the application is using the Android Studio with resolution 1980 x 2160 px. Give the simple and creative design flow on user interface for the comfortable and understandable to use the applications for kids. From the testing, can conclude that the application is functioning well and get the positive feedback in the form of the usability of the application.

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