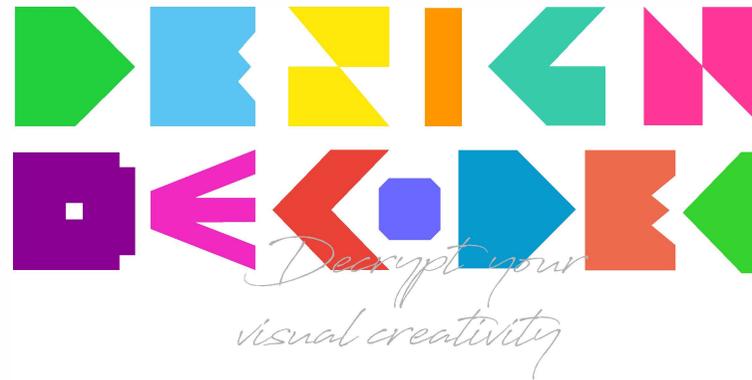


DESIGN DECODED 2021 : ART EXHIBITION



*Decrypt your
visual creativity*

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Steps in Entering A Premise

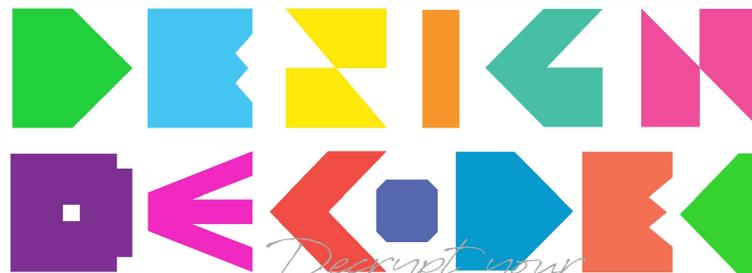
'Steps in Entering A Premise E-Learning' is about how and what are the safety steps that your children should take when entering any premises under current circumstances. It is important for everyone to take precaution and be safe against this new coronavirus disease. Interactive learning package with animated graphics, sound, voice, and other interactive elements. Nowadays, many interactive digitals have been created on apps either on personal computers or mobile devices. All interactive products have made huge impacts in the creative industry and helped to increase Malaysian's economy. The creative industry is blossoming rapidly due to easy availability especially on mobile phones and mobile tabs. Interactive learning makers compete in developing interactive learning concepts and characters to be the best in the market. There are efforts in making education more fun and innovative using the concept of interactive learning application. Moreover, this product is about exploring the opportunities in making learning through 2D animation interactive learning orientation. When children play this game, they will learn and understand about the safety steps that they should take to protect themselves. The target user for this interactive learning will be kids especially kindergarteners. The objective of this Fight Covid-19 app s to help children to know what are the safety steps that they should take when entering any premises with parents during covid-19. This will keep the children healthy and safe from the disease. There are also cute characters that will teach the children about the safety steps. Many kids will have fun and enjoy this interactive learning.

SHAHMI FAIZ SHAHAR
Steps in Entering A Premise

1920 px x 1080 px
shmifaiz01@gmail.com

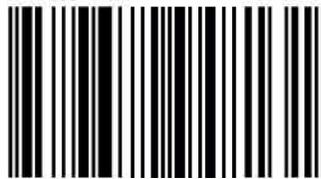


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