

**UNIVERSITITEKNOLOGI MARA**

***ABC- LEARNING ALPHABETS  
APPLICATION IN TABLET***

**Nor Syakirah Mohamed Izhar**

Thesis submitted in fulfillment of the requirements for

**Bachelor of Computer Science (Hons.)**

**Faculty of Information Technology And Quantitative Science**

**JULY 2012**

## ACKNOWLEDGMENT

Alhamdulillah, praise and thanks to Allah S.W.T because of His Almighty and His utmost Blessings, I was able to finish this research within the time duration given. The completion of this report is also largely depended on the help of other people.

Firstly, I would like to grant my special gratitude and appreciations to my project supervisor Dr. Fakhrol Hazman bin Yusof whom had helped me so much and had gave me their valuable suggestions and guidance for the project. I would also like to thanks them for their patience and support. I also would like to express my special thanks to my lecturers, Dr. Noor Elaiza Binti Abdul Khalid and Dr. Sharifalillah Binti Nordin whom has taught me for course CSP 600 (Project Formulation) and CSP 650 (Project) for the lessons, positive comments and motivational words.

Secondly, an appreciation to my beloved parent who has helped me gets through the misery period while completing the project. I would like to thanks them for their understanding, undivided support and also for the funding of the project. I would never have gone this far without their support.

Last but not least, tokens of thanks and appreciations to my dearest friend whom have shared their knowledge and helping me in completing the project.

## ABSTRACT

Before we learn how to read books first we must learn and know the alphabets in order to be able for us to read. It is a common learning when we were kids before starting a school life. Nowadays, not knowing alphabets is a problem if you want to live in this society.

As the information technology evolve, the opportunity to integrate an alternative learning technique and the traditional teaching alphabets is possible. An application for children to learn alphabets will be developed using a cognitive and graphic approach. This application was developed as an alternative way to enjoy learning. This application can assist the children to memorize the alphabets quickly. The project was conducted according to the SDLC model and for the test result, a survey was conducted and questionnaires were interpreted. As for the result, this application has successfully gained the interest of children to play it.

# TABLE OF CONTENT

## CONTENTS

**SUPERVISOR'S APPROVAL**

**DECLARATION**

**ACKNOWLEDGEMENT**

**ABSTRACT**

**TABLE OF CONTENTS**

**LIST OF FIGURES**

**LIST OF TABLES**

### **CHAPTER 1: INTRODUCTION**

1.1 PROBLEM STATEMENT

1.2 OBJECTIVES

1.3 SCOPES

INSIGNIFICANCE

1.5 SUMMARY

### **CHAPTER 2: LITERATURE REVIEW**

2.1 INTRODUCTION

2.2 ENGLISH ALPHABET

2.3 CHILDREN STYLE IN LEARNING ALPHABET

2.3.1 GRAPHIC

2.3.2 SOUND

2.4 MOBILE DEVICE

2.4.1 THE ADVANTAGE OF MOBILE DEVICE AS  
LEARNING TOOLS

2.4.2 USABILITY OF MOBILE LEARNING 10

2.5 M-LEARNING 11

2.6 TABLET OPERATING SYSTEM (ANDROID) 12

2.7 ADOBE FLASH PROFESSIONAL 13

2.8 ACTIONSSCRIPT 3.0 14

2.9 RELATED WORKS 15

2.10 SUMMARY 17

**CHAPTER 3: RESEARCH APPROACH AND METHODOLOGY 18**

3.1 INTRODUCTION 18

3.2 ABC: LEARNING ALPHABET APPLICATION MODEL 19

3.3 PROJECT FORMULATION FRAMEWORK RESEARCH 21

3.4 INFORMATION GATHERING 23

3.5 SYSTEM REQUIREMENT 23

3.6 DATA COLLECTION 24

3.7 SYSTEM DESIGN 24

3.7.1 SITEMAP 25

3.7.2 FLOWCHART 26

3.7.3 STORYBOARD 27

3.8 SURVEY AND TESTING 28

3.9 SUMMARY 28

**CHAPTER 4: RESULT AND FINDINGS 29**

4.1 INTRODUCTION 29