

**UNIVERSITI TEKNOLOGI MARA**

**EVALUATION ON COGNITIVE  
SKILLS USING MOBILE GAMES  
ANGRY BIRD POP WITH  
LEARNING DISABILITIES  
STUDENTS IN TADIKA HOMALEE,  
KOTA BHARU**

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requirements for the degree of

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## **ABSTRACT**

Learning disabilities children describes specific kinds of children with learning skills problems. Children from this group are physically like other normal children but may have cognitive skills problems in attention, memorizing, reading, listening, spelling, writing and also processing information. Most of these children do not have problem in activities involving physical but may difficult to concentrate and process the instructions given by the surroundings. The increasing use of mobile games have made a lot of interactions of children at the age of four to six years old with technology in much more intuitive. The objectives of this project were to identify and evaluates the cognitive skills problems of five learning disabilities children from Tadika Homalee, Kota Bharu by playing Angry Bird Pop. The evaluation are done by four types of methods which are Observation, Active Intervention, Think Aloud and Picture Cards Memorization. The analysis result using PLU-E and Pre-Mega Framework was weighted higher towards on Playability compare to Usability and Learnability. For future work, the project recommend for use multiple ages of children, eye tracking technique and peer tutoring as the option for cognitive skill evaluation.

Keyword: Learning Disabilities Children, Cognitive Skills, Mobile Games, Angry Bird.

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