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**EDUTAINMENT CONCEPT:
DESIGNING THE ART OF
KIRIGAMI PAPER SCULPTURE
FOR EARLY CHILDHOOD**

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ABSTRACT

Art is a natural process in children. Beginning from infancy, children start to explore and experiment with various types of tools and art mediums. They begin to create surface marks and as they grow, the content begins to visualise. Art had become the children's communicative way to express their understanding of the world. The children's life skills are also able to enhance through the experiential learning process via art experience. Similarly, the edutainment concept offers a diversity form of exciting learning experiences. The concept is parallel with the young children's biology growth as they love to play, explore, and experiment. Nowadays, there are numerous types of edutainment instruments. However, most of the instrument has only focused on digital-based commercial products. There are limited manual-based and artwork-based instruments offered by the concept. Concerning to the circumstances, the research aim is to design hybrid art instrument exclusively for the children in the early childhood stages. The instrument designed is integrated with the edutainment concept and three-dimensional form of artwork by emphasizing Japanese paper art. The study employed a qualitative research design through the observation case study and studio-based design approach. Three children art activities were performed through two case studies at Perak, Malaysia which consists of sixty children within the ages of four to six years. The research outcome offers several significance implications towards Malaysian modern art scene, children psychology, pedagogical and as a reference in various perspective of academic studies.

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CHAPTER ONE

INTRODUCTION

1.1 Introduction

This chapter describes the research background, problem statement, research objectives and research questions. Also, the chapter presents the significance of the research towards several aspect including academic, Malaysian modern art scene and current societies. Towards the end of the chapter, the research overview was presented.

1.2 Research Background

Visual art plays an essential role in children's life, especially during their early childhood development. Through art exposure, children are competent to explore the world by exploring and experimenting with their biological sensory and surroundings. As young children begin to draw, paint, and create an art form, they are learning about various types of life skills in terms of cognitive, multisensory, social-emotional, and motor skills. Through art engagement, the children's creativity in terms of artistic skill will grow and expand naturally according to their biological development. Apart from creative enhancement, art experiences also help the children to develop many types of life skills (Claudia C. Mincemoyer, 2016).

Young children love to play. The children will spend most of their time playing in any circumstances. Through the play learning concept, the children can enhance their knowledge of various aspects of life. Also, the children's social-emotional skills are proficiently developed through play. Therefore, the edutainment learning concept is practical for children's ages. Edutainment is a new concept in the Malaysian modern art scene, but the term is widely used today. The terminology is derived from two combinations of educational and entertaining words. The language is used to describe a diverse form of academic learning methods that are simultaneously entertaining (White, 2003). Through the edutainment learning concept, play interaction can develop the children's creativity in terms of artistic skills in the experiential learning concept offered (Siti, 2020).

This study aims to design the hybrid art instrument (HAI) for children in the