FACULTY OF COMMUNICATION AND MEDIA STUDIES
DIPLOMA IN COMMUNICATION AND MEDIA
PROFESSIONAL PROJECT (COM363)
TOPIC:
EFFECTS ON MODERN GADGET'S APPLICATION
TOWARDS CHILDREN'S EDUCATION

PREPARED BY : N5MC1105F

NAME	MATRICS NO.
AIN NATASHA BINTI ABDUL MALIK	2015825656
TENGKU SYAZWANIE ZIRAIN BINTI TUAN MOHD	2015851192
MOHD SHAHRIZAN IKRAM BIN MOHD HANAFIAH	2015814216
MOHD IZWANSYAH BIN NORDIN	2015897796

PREPARED FOR :

MADAM NOOR ASHMALIA BINTI MOHAMAD ASHRAFF

DATE OF SUBMISSION :

JANUARY 2018

TABLE OF CONTENT

NO	CONTENT	PAGE

1	**1.0 CHAPTER ONE : INTRODUCTION**
	Abstract
	  1.1 Background of Study
	  1.2 Problem Statement
	  1.3 Research Objectives
	  1.4 Research Question
	  1.5 Rationale Scope of Study
	  1.6 Significance of Study
	    1.6.1 Policy
	    1.6.2 Practice	

2	**2.0 CHAPTER TWO : LITERATURE REVIEW**
	  2.1 Background of the effects of applications in modern gadget towards children educations.
	  2.2 Tablets and smartphones may affect social and emotional development, scientists speculate.
	  2.3 Putting Education in "Educational" Apps: Lessons From the Science of Learning.
	  2.4 Can apps really help children learn languages?
	  2.5 Interactive educational game, an android mobile app for children learning alphabets.
	  2.6 How to choose the best educational app for the children as a parents.
	  2.7 Effective Use of Color and Graphics in Applications for Children, Part I: Toddlers and Preschoolers.
	  2.8 How are the children affected with Cartoons?
	  2.9 Related Theory & Research Framework	

3	**3.0 CHAPTER THREE : METHODOLOGY**
	  3.1 Data Collection
	    3.1.1 Qualitative Study
	    3.1.2 In-Depth Interview
	    3.1.3 Purposive Sampling
	  3.2 Unit of Analysis
	  3.3 Data Analysis
	    3.3.1 Thematic Analysis	

Abstract

The purpose of this paper is to study the effects of modern gadgets applications towards children's education. This paper describes an educational game application, which is an Android-based app and Apple-based app that aims to be a learning tool with an attractive design that would help children learn basic knowledge using an interesting and fun-learning concept. Effects is change that is a result or consequence of an action or other cause. Modern Gadget is the technical means people use to improve their surroundings. Next, an application, or application program, is a software program that runs on your computer. Furthermore the word "application" is used because each program has a specific application for the user. Moreover, a child which also called as children in plural is a human being between the stages of birth and puberty. Lastly, education means helping people to learn how to do things and encouraging them to think about what they learn.

Keyword :　Effect, modern gadget, applications, children, education.

CHAPTER 1
INTRODUCTION

1.1   Background of Study

Everyone has their own gadget to search information and communicate to each other. According to Merriam-Webster, Gadgets is a small mechanical or electronic, device or tool that especially an ingenious or novel one. Gadgets are online simplified applications that make work easy. Gadget also can enhance our effectiveness. Prior to the innovation of the telephone or the most recent. The internet happened and it changed everything including the childhood. There's been an explosion of gadgets use among young children nowadays. The internet and electronic gadgets have become something that really important to us. We all really need the electronic gadgets for education and entertainment purpose.

The young children cannot imagine their life without the internet and the various devices that connect us to it. Some people believe that the gadgets can affect us negatively while others beg to differ, and parents who cling to their pre-Internet way of life are scrambling to make sure they have the right answers to guide their kids. There's have a pros and cons by using the the electronic gadgets towards the underage. As we can see now the children tend to play the games in the gadgets rather than socialize with their friends in real life. They will lose face-to-face contact with other people with their gadgets in hands all day long (Olivia, 2016)

But there also has a lot of advantages by using the gadgets, over past a few decades, influence of technology upon children and education are huge. Education was once equated with money, but things have changed. Great education for your children is no more a dream. Even average families can afford to buy the mobile phone in which application for education purpose can be downloaded. There are lot of application available the App Store and Google Play, choosing the right one for the children can change the way the look at the process of learning. App store or Google Play is a type a digital distribution platform for gadget software (Olivia, 2016).