



**IML 604
RESEARCH PROJECT IN LIBRARY AND INFORMATION CENTERS**

**A STUDY ON GAMES COLLECTION IN CHILDREN'S LIBRARY: ITS
IMPLICATIONS TOWARDS CHILDREN DEVELOPMENT**

**SITI NORLIZA BINTI ABU BAKAR
2009880906**

**IN PARTIAL FULFILLMENT OF THE REQUIREMENT FOR THE DEGREE OF
BACHELOR (HONS.) IN LIBRARY SCIENCE & INFORMATION MANAGEMENT**

**FACULTY OF INFORMATION MANAGEMENT
UNIVERSITI TEKNOLOGI MARA (UITM) KEDAH**

JANUARY 2012

ACKNOWLEDGEMENT

Assalamualaikum and praise to Allah, finally had able finished my individual research for the subject Project in Library and Information Science (IML604). There are some of the difficulties when I have conducted to do this research. However, there are several people who are helped me completed this research.

First of all I would to express my greatest appreciation to my supervisor, Mr. Mohd Shamsul bin Daud, for his timely, understanding and guideline that given to me in fulfil those requirements for this study. Without his help, I will not able to accomplish this study according to the requirement. Also thank to him for being patient and his helpful for guidance me with any problems that occurred when completing this research. I really appreciate for his effort in helping me by providing much information for this study

Special thanks to my family especially to my mom and my sister for supporting me. They give me a lot of help when needed. Besides, they always make me calm and advice me when there was time that I almost give up. Thanks a lot to them

I also grateful to my respondent at Penang Public Library in Bertam, Kepala Batas who help me carrying out of this study. I also would like to express my appreciation to the librarian staff, Ms. Nadhrah binti Sariff and Ms. Nurul Nasuha binti Zainan for their help in distributing questionnaire. They also give me ideas, opinion and support in completing this study.

Lastly, thanks to all people who help me to accomplish this research direct or indirectly. Without your help, I never was being able to accomplish this assignment. Thank you so much.

Sincere Regards,

(SITI NORLIZA BINTI ABU BAKAR)

2009880906

TABLE OF CONTENTS

	PAGE
Authentication.....	
Acknowledgement.....	ii
Table of contents.....	iii
List of table.....	viii
List of figure.....	x
Abstract.....	xii
References.....	xiii
Appendix.....	

CHAPTER 1

1.0 Introduction

1.1 Background of the study.....	1
1.2 Background of the organization.....	1
1.3 Problems statement.....	2
1.4 Purpose of the study.....	3
1.5 Research questions.....	3
1.6 Research objectives.....	4
1.7 Significant of the study.....	4
1.8 Scope of study.....	4
1.9 Definition of terms.....	4

CHAPTER 2

2.0 Literature review

2.1 Introduction... ..	6
2.2 Child's Act.....	7
2.3 Children's Library.....	8
2.4 Play Games and Its Important.	10
2.5 Cognitive Development.....	12
2.6 Emotional and Social Development... ..	13

CHAPTER 3

3.0 Methodology

3.1 Research design.....	15
3.2 Population... ..	16
3.3 Sample and sampling technique.	16
3.4 Data collection.. ..	16
3.5 Data collection instrument.	17
3.6 Questionnaire Design. ..	17
3.7 Data analysis	18
3.8 Timescale	19
3.9 Limitations of Study.. ..	21

ABSTRACT

The development of a child is related to the children improvement in physical, intellectual, moral and spiritual growth. Games are used as a method to assist in children cognitive, social and emotional development. Cognitive development is a capability of brain to process information while emotional social development include children's feel about themselves, how they act and how they communicate to people. Children library is a place that provides various types of games collection to children for free without any charges. The purpose of this study is to investigate the implication of games collection in library towards children's cognitive development and the implications of games in library towards children's social and emotional development. So, the issue is whether library should have games collection in the library and to what extend games collection in library contribute to the children development. The objectives of the study are to investigate the implication of games collection in children library towards children cognitive, emotional and social development. The targeted respondent of this study is registered children user at range 4-12 years old in Penang Public Library (branch Bertam). This study also is done to identify children's knowledge about library and its collections. The data were quantitatively analyzed to investigate the implication of games in library toward children development. The finding shows that games collection in children library give a positive implication towards children development in intellectual, problem-solving skill, communication skill, behavior, attitude, social and emotion. It is because majority of respondent give a positive answer and agree that games give contribution towards children cognitive, emotional and social development. The findings may be useful to improve games collections in the library and to the researchers who are interested in understanding of the important of games in library towards children's development.

Keywords: *Children Library, Games, Children Development, Cognitive Development, Social Emotional Development.*