

STUDY AND DEVELOPMENT OF A MULTIMEDIA APPLICATION ENTITLED 'INTERACTIVE ZOO FOR CHILDREN BETWEEN 7 TO 10 YEARS OLD.

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ABSTRACT

The project aims to compare the effectiveness of teaching between the use of interactive multimedia application and the traditional method. It will investigate how to make the best use of the combination of multimedia elements in developing the teachware. There will be 3 major categories of animation in the teachware. It includes exploring on categories of animals such as mammals, reptiles and birds. All these categories will be enhanced into animations for kids to differentiate the types of animal. The teachware will also include simple quizzes and a simple game. This project is targeted to primary school children aged between 7-10 years old who are interested in being taught by this multimedia teachware.