

COMPUTER AIDED LEARNING ON HORSE BREEDING AND CARE USING INTERACTIVE MULTIMEDIA TOOLS

Prepared by: Low Wei Kien

ABSTRACT

The multimedia application targets on the group of people that have the interest of horse breeding and care. This project aims to investigate the history of horse breeding and to provide knowledge about the horses. The horses are categorized into various breeds whereas their history, background, origin and the characteristics will also be included. In addition, the basic knowledge of medical and health care of the horses will also be provided. The interfaces in this application will include both 2D and 3D animation. This application provides games and quizzes for the users to test their knowledge on the horses. Ultimately, this project aims to achieve cost efficiency by reducing the paper work, saving money of buying reference book or by attending the tuition classes. This system requires the user to interact and control the system, which is more interactive compared to the reference books. Finally this system is very user-friendly, where it allows self-learning because it is very easy to understand and simple. It consists of detail knowledge and information about what the user need to know in order to master the application subject.