A STUDY ON DEVELOPING A PROTOTYPE OF 2D AND 3D INTERACTIVE KIDS LEARNING PACKAGE SYSTEM

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ABSTRACT

This project addresses issues on an interactive kids learning package system that is designed especially for kids ages one to six. This system focuses on the development of reading level of kids combined with the child-friendly interface design to helps kids to learn easily and with all the fun. The project sought solutions on helping the kids to gain basic knowledge before they go for their schooling life. It also sought problems on those working parents who do not have much time in educating their kids. It researches new methods and techniques on learning through various media such as video, sound, graphics, animation and text, which is important to gain learning interest from the kids through the system. This project contains alphabet, numbers, songs, animals' adventures and family members for kids to learn. Ultimately, this project aims to solve the problem of learning for our kids and in other words save time and cost learning it. This system will be developed using a variety of software, which include Macromedia Flash MX, 3D Studio Max, Ulead Cool 3D and Paint Tools.