STUDY AND IMPLEMENTATION OF AN EDUTAINMENT APPLICATION FEATURING THE UNDERSEA WORLD FOR PRE-SCHOOL CHILDREN FROM 4-6 YEARS OLD

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ABSTRACT

This project is about the investigation development of an edutainment learning application to improve children mental development and to help the children to have a better preparation in preschool age. The application will consist of learning features that provide the children some general knowledge; creativity and logical thinking. The general knowledge will mainly cover some information about undersea world. Through this application, the children will get some general knowledge about some sea creatures and at the same time, they can also enjoy themselves and get more fun during learning in playing some games designed for the improvement of their mental ability. Animated interface will be designed to attract children to go through the application. The application also provides a friendly help function to ensure the children dace no problem during browsing the application.