STUDY AND IMPLEMENTATION OF AN E-LEARNING APPLICATION ON SURFING AND SWIMMING, ENHANCED WITH 2D ANIMATED FEATURES

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ABSTRACT

The aim of this system is to provide an online e-learning on swimming and surfing. The lectures will be in 2D animation, teaching and guiding people on how to swim and surf. The lesson will be broken down into a few chapters, and categorized according to the 4 standard swimming styles of free styles, backstroke, butterfly stroke and breaststroke. Surfing lesson will guide people on the basic of surfing, the best place to surf in the world, animated surfing lectures and other stuff related to surfing.