IMPLEMENTATION OF CHILDREN TEACH WARE IN CONCEPT OF RECYCLING TECHNIQUE WITH MULTIMEDIA ELEMENTS

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ABSTRACT

This project addresses the issue on guiding users to apply concepts recycling in real life. It gives users a general preview on recycling technique with 2-D animation. Generally, the system is a step-by-step tutorial that provides several skills or techniques that teach user on how to recycle. The system will provide 2-D animation to increase the awareness of recycling. It also provides an interesting game that will help user to identify which type of waste should throw into a different recycle bin. The system further describes the benefits and limitations of a 2-D animation technique and how it can contribute to the system. The system will allow interactivity with user whereby user can interact with the system through step-by-step tutorial, 2-D animation, game, quiz and FAQ. All these are done by using 2-D animation techniques.