Universiti Teknologi MARA

Interactive Children Learning in Object Recognition via Multimedia Approach

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In The Name of Allah, The Most Gracious and The Most Merciful, and Him Alone

worthy of all praise

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ABSTRACT

Multimedia software present the latest advances by providing an environment in which the traditional language teaching media of text, picture, graphics, task, sound and video can amalgamated. Market researcher tracking software tends have identified that the largest software growth recently has been in new titles and companies serving the early childhood educational market. Of the people who own home computers and have young children, 70% have purchased educational software for their children to use (SPA Consumer Market Report 1996). The purpose of this thesis is develop a prototype model for children aged between 7-12 old years by provide an interactive learning environment through combination various of multimedia element in order to meet children's interest and needs and lead toward helping every children maximize their learning potential through 3D animation picture.

CHAPTER 1

INTRODUCTION

In the first chapter of this thesis, the study will introduce. The information about background of the multimedia dictionary will discuss followed by the research problem. At the end, the researcher carried out the objective, scope, important and constraint of the study.

1.1 Background

Up until 1983, all the teaching and learning material was in the form of printed notes produced and provided by teacher. At the beginning of the 1983-1984 sessions, however, new pedagogic elements were introduced multimedia materials, such as audio and cassettes; slide, computer-based learning and other interactive multimedia have been integrated into the learning materials.

1.1.2 Computer-Based Learning

Computer based learning is a potentially powerful resource that is not used such as much as traditional text-book-based learning environments. Computer-based multimedia learning environments also offer a potentially powerful venue for improving children understanding.