

“GREAT MINDS DISCUSS IDEAS”

NUDC 2018

**2ND NATIONAL UNDERGRADUATES
DESIGN COLLOQUIUM**

D E C E M B E R 2 0 1 8

**DESIGN
CONCEPT**

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LEARNING YET PLAYING

LITERACY FUN BOX

An educational tool for dyslexic children to visualize writing and reading practice in their daily learning process

PRODUCT DESCRIPTION

ABSTRACT

UNDERSTANDING THE FORMAL EDUCATION OF DYSLEXIC CHILDREN AND THEIR LEARNING PROCESS

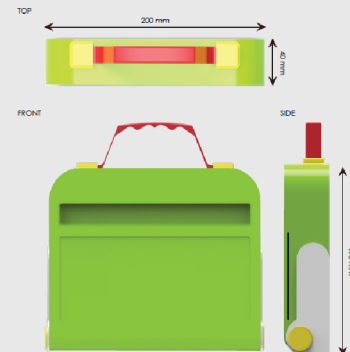
This writing report is on a theoretical and empirical investigation of learning process of dyslexic children with a particular reference for students to understand the learning process in P&P session in context of educational factor. This understanding is found to be relate to the educational thinking as reflected in dyslexic responses towards the observation and product testing. By follow systematically of solution to solve, a common problem that held under similar conditions in respective learning process from the dyslexic children. How they perceive or understand progressively what is involved in the different phrase of the learning process in their academic factor. To draw the related comparisons and to identify the differences between learning process and co-current academic system for dyslexic children.

The first part (Literature Review and Task Clarification) of writing comprises a critical review of the literature that has identified the important knowledge gaps, which required the further research in this context of study. More specifically, this review has discovered by a little has been published. In context of Formal education of dyslexic children, is about how the dyslexic students approach what kind reaction in various phase. These clearly that this is an important issues to concern to form an intellectual person. The findings of this literature review has been used to frame the aims and research questions of this academic writing as well as to formulate a research plan graphic for guiding the theoretical development and empirical investigation and documented in subsequent chapters. These aims, research questions and research plan follow. Introduction, which also outlines the background, scope and context of this investigation.

DESIGN OBJECTIVES

- To create a new platform of interactive tool for children who are having dyslexic problem to manage their daily formal education.
- To educate children who are having dyslexic problem in facing minor problem in manage their learning process such as reading, spelling and writing.
- To make a leisure scenario for dyslexic children in learning a new approach by deliver the knowledge in their learning process.

ELEVATION DRAWING



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AMIRUL ASWAD BIN RUSLI | MUHAMAD AIMAN AFIQ MOHD NOOR | NURAZLINA JAMALLUDIN | MOHAMAT NAJIB MAT NOOR | AZMIR MAMAT NAWI