The Implementation of Educational Technology in Game-based Learning: Assisting Toddlers in Reading

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Abstract
This thesis is about an implementation of an educational computer game to assist toddlers in reading first sight words.

It is widely known that children associate with fun and enjoyable activities better than homework and work books that strike more as a chore. Computer games are a growing entertainment industry that many researchers found have given some knowledge as well as invites game players to learn. It has been widely accepted that players learn from the computer games they play. The benefits most computer games give have attracted attention to educators as well as researchers. Although many games have been made, only a few attempted to mix education principles into the games. Amongst these few educational games, a small fraction is made to help children with an age range of 3-12 in many educational sections such as mathematics, science and language art.

This thesis’ implementation of an educational game would be grouped into the language section. It aims to combine educational principles into a game that has both flow and fun; in doing so, brings children to learn to multiple learning as well as improving concentration and prolonging children’s attention span. Designed to fit the particular age range of 3-8 years old, the thesis must look at key behavioral of the targeted players and fit the written theories to a working educational game.

This thesis contains an educational game that assists toddlers in reading and procedures to installation manual. Surveys are conducted to view feedbacks received both from teachers and kindergarten children. Survey results are beneficial to not only add some insights to designing an educational game in the language art category but also to provide an opportunity for a future analysis report on learning style of children in response to the IT world today.

Keywords: educational computer game, survey, research, future analysis
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TABLE OF CONTENTS

ACKNOWLEDGEMENT  iv

TABLE OF CONTENTS  v

LIST OF FIGURES  ix

LIST OF TABLES  xiii

1  Chapter 1: Introduction  xv

  1.1  Background  xv

  1.2  Scope  xvi

  1.3  Assumptions  xvii

  1.4  Aimed benefits  xvii

  1.5  Structure  xviii

2  Chapter 2: Theoretical Foundation  xx

  2.1  Theoretical Foundation  xx

    2.1.1  Theories of Education  xx

    2.1.2  Theories of Child Development in Psychology  xxiv

    2.1.3  Relation of digital game based learning with related theories  xxix

    2.1.4  Other Theories of Games and Education  xxxviii

  2.2  Theoretical Framework  xl

3  Chapter 3: Problem Analysis  xliii

  3.1  Children’ responses to educational practises  xliii

    3.1.1  Why the ‘short attention span’.  xliii
3.1.2 Motive – earn praise and avoid disapproval

3.2 Educational games’ results so far

3.2.1 Current Games incorporated into school

3.2.2 Results on the success of educational game

3.3 Proposed Solution

3.3.1 Brief introduction

4 Chapter 4: Solution Design

4.1 Game Overview

4.2 Game Features

4.2.1 Game Manual, Rules and Limitation

4.3 Application Design Overview

4.4 Design and Architectural Diagrams

4.4.1 Context Flow Diagram

4.4.2 Detailed Data Flow Diagram

4.4.3 System Flowchart

4.5 System Data

4.5.1 Data Dictionary

4.5.2 Entity Relationship Diagram

4.6 Process Design

4.6.1 Use Case Diagrams

4.7 User Interface Design

4.7.1 Input Design

4.7.2 Output Design
Chapter 5: Testing and Implementation

5.1 System Specification

5.1.1 Macromedia Flash Professional 8.0

5.1.2 PHP

5.1.3 MySQL

5.1.4 NaviCat for MySQL

5.2 Operational Procedures

5.2.1 Installation guides

5.3 Test Plan

5.3.1 Functionality Testing

5.3.2 Connection Testing

Chapter 6: Evaluation

6.1 Survey Statistics, Results and Purposes

6.2 General Discussion

6.3 Game play discussion

6.4 Level of difficulty discussion

6.5 Functionality of teachers’ site discussion

6.6 User Interface discussion

6.7 Overall result and discussion

Chapter 7: Conclusion & Recommendations

7.1 Conclusion

7.2 Future Recommendation
References

cliv
LIST OF FIGURES

Figure 1 – Application Process Layer.......................................................................................... lx
Figure 2 - Context Flow Diagram................................................................................................ lxi
Figure 3 - Data Flow Diagram.................................................................................................... lxii
Figure 4 - System Flow Chart..................................................................................................... lxiii
Figure 5 - Entity Relationship Diagram...................................................................................... lxx
Figure 6 – Use Case Diagram...................................................................................................... lxiv
Figure 7 - Start page.................................................................................................................. lxxvi
Figure 8 - First menu................................................................................................................ lxxvii
Figure 9 - Virtual Keyboard...................................................................................................... lxxvii
Figure 10 - Confirmation page................................................................................................... lxxviii
Figure 11 - Gender choice page ............................................................................................... lxxix
Figure 12 - Players’ menu .......................................................................................................... lxxix
Figure 13 - Introduction of Tero ............................................................................................... lxxx
Figure 14 - Tero shows his nest ............................................................................................... lxxx
Figure 15 - Stage Menu.............................................................................................................. lxxxi
Figure 16 - Stage one ................................................................................................................ lxxxi
Figure 17 - Stage 2 menu ......................................................................................................... lxxxi
Figure 18 - Stage two .............................................................................................................. lxxxii
Figure 19 - Stage 3 Menu ......................................................................................................... lxxxiii
Figure 20 - Stage three ............................................................................................................ lxxxiii
Figure 21 - Correct answer ........................................................................................................ lxxxiv
Figure 46 - Changing the location of the directory .......................................................... cvi
Figure 47 - Find the matching text ................................................................................. cvii
Figure 48 - Change the directory to be the same as the ‘documentroot’ directory ...... cviii
Figure 49 - Placing the codes ......................................................................................... cix
Figure 50 – localhost ........................................................................................................ cx
Figure 51 - Welcome screen of MySQL installation ...................................................... cxii
Figure 52 - Setup type selection ..................................................................................... cxii
Figure 53 - Starting the MySQL installation ................................................................. cxiii
Figure 54 - Installation is in progress ........................................................................... cxiv
Figure 55 - MySQL explanation(i) ............................................................................... cxiv
Figure 56 - MySQL explanation (ii) ............................................................................. cxv
Figure 57 - Finish installation ....................................................................................... cxv
Figure 58 - Starting MySQL configuration ................................................................. cxvi
Figure 59 - Selecting configuration type ........................................................................ cxvii
Figure 60 - Selecting the server type ........................................................................... cxviii
Figure 61 - Selecting database type ............................................................................. cxix
Figure 62 - Selecting the location of the file................................................................. cxx
Figure 63 - Selecting the concurrent connections ....................................................... cxxi
Figure 64 - Selecting network ....................................................................................... cxxi
Figure 65 - Selecting character set ............................................................................. cxxii
Figure 66 - Selecting option for Windows .................................................................... cxxii
Figure 67 - Selecting security option ........................................................................... cxxiii
Figure 68 - Executing configuration ............................................................................. cxxiv
Figure 69 - Finish MySQL installation ........................................................................ cxxiv
LIST OF TABLES

Table 1 – Thesis structure ........................................................................................................xix
Table 2 – Age 3-4 Psychology development: Physical & Neurological...............................xxvi
Table 3 – Age 3-4 Psychology development: Cognitive & Language .................................xxvi
Table 4 – Age 3-4 Psychology development: Emotional & Social .....................................xxvi
Table 5 – Age 3-4 Psychology development: Identity & Moral...........................................xxvii
Table 6 – Age 5-6 Psychology Development: Physical & Neurological......................... xxviii
Table 7 – Age 5-6 Psychology Development: Cognitive & Language............................... xxviii
Table 8 – Age 5-6 Psychology Development: Emotional & Social ....................................xxix
Table 9 – Age 5-6 Psychology Development: Identity & Moral..........................................xxix
Table 10 – Constructivist learning ......................................................................................xxx
Table 11 – Expected Kindergarten skills ..............................................................................xli
Table 12 – Factors of unimplemented computer games in schools .................................. xlviii
Table 13 – Reasons to failure of educational computer games ...........................................xlix
Table 14 – Entity Relationship Diagram Data Dictionary ..................................................lxvi
Table 15 – Class Association and Multiplicity Notation .....................................................lxvii
Table 16 – Data Flow Diagram Data Dictionary .................................................................lxviii
Table 17 – Use Case Diagram Data Dictionary ...................................................................lxviii
Table 18 – System Flow Chart Data Dictionary ..................................................................lxix
Table 19 – Teacher Data Table ............................................................................................lxxi
Table 20 – Student Data Table ...........................................................................................lxxi
Table 21 – Score Data Table .................................................................................................lxxii
Table 22 – Test Data Table .................................................................................................lxxii
<table>
<thead>
<tr>
<th>Table 23 - UAT: User register/log in...</th>
</tr>
</thead>
<tbody>
<tr>
<td>Table 24 – UAT: Scoring Input system</td>
</tr>
<tr>
<td>-------------------------------------</td>
</tr>
<tr>
<td>Table 25 – UAT: Displaying Scores</td>
</tr>
<tr>
<td>-------------------------------------</td>
</tr>
<tr>
<td>Table 26 – Tero Introduction</td>
</tr>
<tr>
<td>-------------------------------------</td>
</tr>
<tr>
<td>Table 27 - Preference to method of learning</td>
</tr>
<tr>
<td>-------------------------------------</td>
</tr>
<tr>
<td>Table 28 - Students on games daily</td>
</tr>
<tr>
<td>-------------------------------------</td>
</tr>
<tr>
<td>Table 29 - Initial interest survey</td>
</tr>
<tr>
<td>-------------------------------------</td>
</tr>
<tr>
<td>Table 30 - stage one game play</td>
</tr>
<tr>
<td>-------------------------------------</td>
</tr>
<tr>
<td>Table 31 - Motivation level generated</td>
</tr>
<tr>
<td>-------------------------------------</td>
</tr>
<tr>
<td>Table 32 - Stage 1 difficulty level</td>
</tr>
<tr>
<td>-------------------------------------</td>
</tr>
<tr>
<td>Table 33 - Stage 2 difficulty level</td>
</tr>
<tr>
<td>-------------------------------------</td>
</tr>
<tr>
<td>Table 34 - Stage 3 difficulty level</td>
</tr>
<tr>
<td>-------------------------------------</td>
</tr>
<tr>
<td>Table 35 - User friendliness</td>
</tr>
<tr>
<td>-------------------------------------</td>
</tr>
<tr>
<td>Table 36 – Teacher’s site usefulness</td>
</tr>
<tr>
<td>-------------------------------------</td>
</tr>
<tr>
<td>Table 37 – Responds to graphics and animation</td>
</tr>
<tr>
<td>-------------------------------------</td>
</tr>
<tr>
<td>Table 38 – Responds to main character</td>
</tr>
</tbody>
</table>