INTERACTIVE FLASH GAME DESIGNED FOR LEARNING MANDARIN

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Abstract

This thesis is made in order to give a new experience in learning; learning while playing. Learning languages are never been easy, especially when the language is like Mandarin which involves symbolic characters. Learning is not an onetime process; it is a continual process which requires people to learn over, and over again. The earlier people learn, the better he will be in his later life.

Researches are done in order to identify the current possible causes to the problems. Other than researches, surveys also takes place by giving out questionnaires and interview them a little bit about their problems in learning Chinese.

The results of the survey will be analyzed and visualized into diagrams. The analysis shows the major reasons of the difficulty in learning Chinese. Based on this analysis and survey result, a new learning supplementary is built, an interactive game which enables the players to learn indirectly through playing the game. The game incorporates an interesting storyline, graphic, learning materials and user interactivity which let the user learn Mandarin while playing the game.

In conclusion, this thesis proves learning through playing is effective enough, especially to teenagers. Within the age range of teenagers, games really attract them. So, this thesis is made based on game to attract them. In other word, the students will learn Mandarin easier while playing the game.

Keywords

Online learning method, learning tools, learning supplementary, learning Mandarin, flash, games, interactive.