CHAPTER 1

INTRODUCTION

1.1 PROJECT BACKGROUND

In this globalization era, everything turns out to be technological and innovative. Education is not to be left out. Edutainment, or basically a portmanteau of words “education” and “entertainment”, is a form of innovation for the education field worldwide. It was first introduced in early 1990s. This kind of form makes education is now in a wide variety of format, ranging from the most ancient type – the physical book, until the most recent one can be viewed from a watch.

Technology incorporated edutainment act as one of the most influential motivator or facilitator for people to learn. This method especially works best on developing kids, specifically, preschool students of range 4 to 6 years old. Preschool kids are at their peak for the development of good learning habits and self-esteem elevation before continuing the primary or elementary school.

Therefore, the Islamic teachings are really important to be implemented in them through this method. This project will be focusing on the Islamic values development among preschool students through edutainment. There are already lots of applications, including both web-based and mobile-based, found in online stores. Some are free and some are sold at reasonable price. Looking at these on-shelf products, it triggers me to develop something out of norms by implementing real school’s syllabus in the application.
Before continuing any progress randomly, some reviews have been made on almost 15 applications to analyze how these kinds of edutainment have been progressed so far. Based on objectives, the project will then be develop according to standard application development.

1.2 PROBLEM STATEMENT

World today is no longer a safe ground for growing kids to live. The importance of implementing religious understanding becomes a total crucial thing since it may help developing the kids’ perspective through fundamental faith. Preschool’s formal learning session only is not enough once the kids are at home. So, a follow up method is practiced.

But, the existing preschool’s physical activity book that used to be homework for these kids is no longer an effective way in this technology-based era. Just like adults, kids found that technologies are more fun and entertaining. Even so, there’s not much religious basis applications developed for kids. Specifically, in terms of Islamic values in which, at the same time follows the Islamic preschool’s syllabus.

1.3 OBJECTIVES

The objective of this proposal is to:

i. To develop an education application for preschool students on mobile platform.

ii. To incorporate Islamic knowledge through an interactive and entertainment features in the application which is related to preschool student’s daily live.

iii. To test the application in the preschool students.

1.4 SCOPE AND LIMITATION

The followings are the scope and limitations of the project:

i. The application requires no internet connection.

ii. This project will be interactive enough to attract young users.
iii. Combinations of flash, music, and interactive images will be included.
iv. There are options for users to choose according to their likings and level.

1.5 METHODOLOGY

In developing the system, a methodology named Rapid Application Development (RAD) was chosen in regards to its flexibility in developing process of an application. This methodology was first proposed by Mr. James Martin in order to take advantage to the max of evolving recent software development.

There are several stages of RAD model. Those are:

i. Requirements Planning (also known as Concept Definition Stage)
   - General understanding of the system is clarified in this stage. It includes problems that surround the system’s development, familiarization of existing systems, and the development process proposed for the application.

ii. User Design (also known as Functional Design Stage)
   - Basically, this stage is mainly about analyzing. Detailed analysis of the development process is clearly defined here. Those includes development activities, system’s structure, and work plan.

iii. Construction (also known as Development Stage)
   - Detailed design of the application is going to complete in this stage. Besides that, user aids and work plan’s implementation are also done in this stage.

iv. Implementation (also known as Deployment Stage)
   - Here comes the last stage where data conversion and Software Development Life Cycle (SDLC) is implemented on the developed application.