

CHILDREN MOBILE eBook CREATOR

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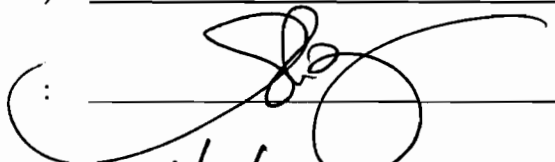
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ABSTRACT

Mobile phone contains many features and tools such as mobile camera for taking pictures and a microphone to record sounds. These tools can be innovatively utilized to enhance children creativity by building stories from their collections of pictures and audio. Furthermore, children should be able to store, manage, retrieve and index their mobile contents collections. These properties should exist in mobile system package that can also be a source of education. The aim of this study is to develop a mobile eBook application called Mobile eBook Creator. This application should help children create their own electronic story books (eStoryBooks), that can also search, retrieve, merge and index pictures, audio, video and text in mobile platform. In addition, the study also records data on how ten children ages between 7 and 11 used the functionality provided in the application. The recorded data were learning time to use the application (LT), number of question asked (No Q) and number of help required when completing tasks (No H). Furthermore, the number of tasks completed (No TC) was also noted. Generally it can be concluded that the mobile creator can be utilized without much problem by children of aged 8 years and above.

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LIST OF ABBREVIATIONS

PC	Personal Computer
PDA	Personal Digital Assistants
UML	Unified Modelling Language
UUM	University Utara Malaysia
LT	Learning Time
No. TC	Number of Task Complete
No. Q	Number of Question
No. H	Number of Times Help
eBook	Electronic Book

CHAPTER 1

INTRODUCTION

1.1. INTRODUCTION

A mobile device technology offers an attractive tool for creating and sharing information. This study plans to develop a mobile application, to manage mobile contents which will allow children to create electronic book (eBook) such as storybook from their own mobile contents in the form of pictures, audio, video and text. The process of creating and managing a collection of pictures, audio materials and text annotation should enhance the creativity in children.

Children can benefit from eBook format to build their storytelling skills. Storytelling is an old traditional verbal way for describing stories; recently it is enhanced through the implementation of multimedia elements. This is called digital storytelling and it includes a personal collection of pictures, audio, video and text to be presented in one package integrated together (Landry & Guzdial, 2006).

An earlier study has showed that the editing and creating of digital stories on mobile devices make it enjoyable for users (Mäkelä, et al., 2000). Collections of personal picture, audio, video, etc which are stored in mobile package, provide children with the ability to create their own story, by combining the mentioned materials in a developed mobile application software. The intention of creating such story is to

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