ONLINE ENGLISH LEARNING WITH GAME APPLICATION FOR YOUNG CHILDREN

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ABSTRACT

The advent of information communication technology (ICT) was to serve as a multimedia channel information capture and retrieval to all human in different age group. The use of computer and all other communication technology become interesting to young children especially when it is focus on to game playing alone. This study aims to build an online learning with fun game application; for young children to improve alphanumeric competency. However children can be persuaded to see learning as fun if the games concept is incorporated into learning. The application was develop with a full adherence to SDL software development methodology. And the prototype was tested good to be implemented as online home use application.

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Abubaker Salem Mohamed Alshibane

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CHAPTER ONE

BACKGROUND OF THE STUDY

1.1 Introduction

In the present era, the promises of Information Communication Technology made to influence the general living style of human being in different age and different level, and in transforming their daily activities and endeavors are graphically becoming a reality (Adam, 1998). ICT is successfully benefiting the present world politically, economically, socially, and educationally.

In many developed and developing countries, electronic learning and computer based learning (Software, Courseware) are introduced to transform the traditional learning paradigm into an electronic manner of teaching and learning. Stephen, & Neil (2005) said that adult and young students, especially the preschoolers pupils should benefit optimum flexibility, conveniences, and educational opportunities, that are available in the adoption of ICT in learning which are generally absent in the normal traditional learning.

Micheal, Penntti, & Milda (2010), revealed that, preschoolers cognitive development is done doubtlessly with learning, and the content of that particular learning, but their own personal understanding, perception, and application of the lesson gained in this learning

The contents of the thesis is for internal user only

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