BORANG PENGESAHAN STATUS TESIS*

JUDUL : DIGITAL STORYBOOK FOR ANDROID APPS: "AL-KISAH PUTERI SANTUBONG DAN PUTERI SEJINJANG"

SESJI PENGAJIAN : 2011/2012

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DIGITAL FOLKLORE STORYBOOK FOR ANDROID APPS: "AL-KISAH
PUTERI SANTUBONG DAN PUTERI SEJINJANG"

‘ADILAH BINTI MOHD ARIFIN

This report is submitted in partial fulfilment of the requirements for the
Bachelor of Computer Science (Interactive Media)

FACULTY OF INFORMATION AND COMMUNICATION TECHNOLOGY
UNIVERSITI TEKNIKAL MALAYSIA MELAKA
2012
DECLARATION

I hereby declare that this project report entitled
DIGITAL FOLKORE STORYBOOK FOR ANDROID APPS: "AL-KISAH
PUTERI SANTUBONG DAN PUTERI SEJINJANG"

is written by me and is my own effort and that no part has been plagiarized
without citations.

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SUPERVISOR : __________________________ Date: 30-AUGUST-2012
(PUAN NORAZLIN BT MOHAMMED)
DEDICATION

To all the young generations, may this project helps and be something enjoyable for you to explore the folklore story. May you don’t forget our folklore story.
ACKNOWLEDGEMENT

Assalamualaikum w.b.t

First of all, thank you Allah s.w.t for giving me the strength and good health to finish this project on time. Also for His mercy giving us live in peaceful and safe country here in Malaysia. Alhamdulillah.

Secondly, thanks to my supervisor, Puan NorAzlin Bt Mohammed. I am so grateful to be one of your PSM students. For all your guidance and generosity, giving me advises to improve in mother-like way certainly lessen my stress in order to finish this project.

To mama and abah, thank you for your support, love at all this time. Both of you are my inspirations and give great motivation to strive for excellence in my life. To my best friend, Siti Nurul Iman Binti Sulaiman thanks you so much for your support.

I love my Creator, my parents, my lecturers, and my friends for this beautiful life I have. Thank you so much.
ABSTRACT

As we all know, children nowadays almost forgotten about the folklore story. The children mostly being expose to the other fairytales such as Cinderella, Rapunzel, and etc but the children do not know and not similar with the folklore story like “Si Tanggang”, “Bawang Putih Bwang Merah”, “Si Kancil dan Buaya” and etc. Moreover, most of the folklore stories give useful moral value and it can apply to the children. It’s really sad, if the other generation do not know, about our folklore story. So, to minimize the amount of user absolutely children, who do not know about the folklore story, design and develop a digital folklore storybook for android apps being proposes. As we know, one of the most widely used mobile OS these days is Android. So, here the chance to use to promoting our folklore story to our young generation. Even though at market, there have the storybook application, but now, we can’t see the storybook application which is tell about our folklore story. So, hopefully this project would help bring out our folklore story through the world.
ABSTRAK

# TABLE OF CONTENTS

<table>
<thead>
<tr>
<th>CHAPTER</th>
<th>SUBJECT</th>
<th>PAGE</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>DEDICATION</td>
<td>iii</td>
</tr>
<tr>
<td></td>
<td>ACKNOWLEDGEMENTS</td>
<td>iv</td>
</tr>
<tr>
<td></td>
<td>ABSTRACT</td>
<td>v</td>
</tr>
<tr>
<td></td>
<td>ABSTRAK</td>
<td>vi</td>
</tr>
<tr>
<td></td>
<td>TABLE OF CONTENTS</td>
<td>vii</td>
</tr>
<tr>
<td></td>
<td>LIST OF TABLES</td>
<td>xi</td>
</tr>
<tr>
<td></td>
<td>LIST OF FIGURES</td>
<td>xii</td>
</tr>
<tr>
<td>CHAPTER I</td>
<td>INTRODUCTION</td>
<td>1</td>
</tr>
<tr>
<td></td>
<td>1.1 Project Background</td>
<td>1</td>
</tr>
<tr>
<td></td>
<td>1.2 Problem Statement</td>
<td>2</td>
</tr>
<tr>
<td></td>
<td>1.3 Objective</td>
<td>3</td>
</tr>
<tr>
<td></td>
<td>1.4 Scope</td>
<td>4</td>
</tr>
<tr>
<td></td>
<td>1.5 Project Significant</td>
<td>6</td>
</tr>
<tr>
<td></td>
<td>1.6 Conclusion</td>
<td>6</td>
</tr>
<tr>
<td>CHAPTER II</td>
<td>LITERATURE REVIEW AND PROJECT</td>
<td>7</td>
</tr>
<tr>
<td></td>
<td>METHODOLOGY</td>
<td></td>
</tr>
<tr>
<td></td>
<td>2.1 Introduction</td>
<td>7</td>
</tr>
<tr>
<td></td>
<td>2.2 Domain</td>
<td>8</td>
</tr>
<tr>
<td></td>
<td>2.3 Existing System</td>
<td>11</td>
</tr>
<tr>
<td></td>
<td>2.3.1 Types of Existing System</td>
<td>11</td>
</tr>
<tr>
<td></td>
<td>2.3.1.1 Frog Prince Digital Storybook</td>
<td>11</td>
</tr>
<tr>
<td></td>
<td>2.3.1.2 Over in the Meadow Animated</td>
<td>12</td>
</tr>
</tbody>
</table>
2.3.1.3 Yummy Fly Pie Digital 13
2.3.2 Comparison of the Existing System 15
2.4 Project Methodology 16
2.4.1 Pre-Production 17
2.4.2 Production 17
2.4.3 Post-Production 18
2.5 Project Requirement 18
2.5.1 Software Requirement 19
2.5.2 Hardware Requirement 20
2.5.3 Other Requirement 20
2.6 Conclusion 20

CHAPTER III ANALYSIS 21
3.1 Introduction 21
3.2 Current Scenario Analysis 22
3.2.1 Frog Prince Digital Storybook 22
3.2.2 Over in the Meadow Animated 26
3.2.3 Yummy Fly Pie Digital 29
3.3 Requirement Analysis 33
3.3.1 Project Requirement 33
3.3.2 Requirement Gathering 33
3.3.2.1 Questionnaire 34
3.3.3 Software Requirement 40
3.3.4 Hardware Requirement 42
3.4 Project Schedule and Milestone 43
3.5 Conclusion 44

CHAPTER IV DESIGN 45
4.1 Introduction 45
4.2 System Architecture 46
4.3 Preliminary Design 47
4.3.1 Storyboard Design 47
4.4 User Interface Design 59
4.5 Conclusion

CHAPTER V IMPLEMENTATION
5.1 Introduction 62
5.2 Media Creation 63
  5.2.1 Production of Text 63
  5.2.2 Production of Graphic 69
  5.2.3 Production of Audio 73
  5.2.4 Production of Animation 74
5.3 Media Integration 77
5.4 Product Configuration Management 79
  5.4.1 Configuration Environment Setup 79
  5.4.2 Version Control Procedure 82
5.5 Implementation Status 83
5.6 Conclusion 84

CHAPTER VI TESTING AND EVALUATION
6.1 Introduction 85
6.2 Test Plan 86
  6.2.1 Test User 86
  6.2.2 Test Environment 87
  6.2.3 Test Schedule 90
  6.2.4 Test Strategy 91
6.3 Test Implementation 95
  6.3.1 Test Description 95
  6.3.2 Test Result and Analysis 96
  6.3.3 Analysis Testing 105
6.4 Conclusion 110

CHAPTER VII PROJECT CONCLUSION
7.1 Observation on Weaknesses and Strengths 111
  7.1.1 Project Weaknesses 112
  7.1.2 Project Strengths 113
7.2 Propositions for Improvements 114
7.3 Contribution 114
7.4 Conclusion 115

REFERENCES 116
APPENDIX A
APPENDIX B
APPENDIX C
APPENDIX D
**LIST OF TABLES**

<table>
<thead>
<tr>
<th>TABLE</th>
<th>TITLE</th>
<th>PAGE</th>
</tr>
</thead>
<tbody>
<tr>
<td>1.1</td>
<td>Example of Android Smartphone that support Flash Lite</td>
<td>5</td>
</tr>
<tr>
<td>2.1</td>
<td>Comparison of Existing System</td>
<td>15</td>
</tr>
<tr>
<td>5.1</td>
<td>Text production</td>
<td>64</td>
</tr>
<tr>
<td>5.2</td>
<td>The Uudio production of this project</td>
<td>74</td>
</tr>
<tr>
<td>5.3</td>
<td>Configuration Environment Setup</td>
<td>80</td>
</tr>
<tr>
<td>5.4</td>
<td>Implementation Status</td>
<td>83</td>
</tr>
<tr>
<td>6.1</td>
<td>The test user group and description</td>
<td>87</td>
</tr>
<tr>
<td>6.2</td>
<td>The hardware requirement in test environment</td>
<td>89</td>
</tr>
<tr>
<td>6.3</td>
<td>The software requirement in test environment</td>
<td>90</td>
</tr>
<tr>
<td>6.4</td>
<td>Testing Schedule</td>
<td>90</td>
</tr>
<tr>
<td>6.5</td>
<td>Level of Questionnaire evaluation</td>
<td>92</td>
</tr>
<tr>
<td>6.5</td>
<td>The questions for the functionality testing</td>
<td>92</td>
</tr>
<tr>
<td>6.6</td>
<td>The questions for the user interface testing</td>
<td>93</td>
</tr>
<tr>
<td>6.7</td>
<td>The questions for the user acceptance testing</td>
<td>94</td>
</tr>
<tr>
<td>6.8</td>
<td>The result of functionality testing</td>
<td>96</td>
</tr>
<tr>
<td>6.9</td>
<td>The result of user interface testing</td>
<td>99</td>
</tr>
<tr>
<td>6.10</td>
<td>The result of user acceptance testing</td>
<td>102</td>
</tr>
<tr>
<td>6.11</td>
<td>Mean, Median and Mode Based on Functionality Testing</td>
<td>105</td>
</tr>
<tr>
<td>6.12</td>
<td>Mean, Median and Mode Based on User Interface Testing</td>
<td>106</td>
</tr>
<tr>
<td>6.13</td>
<td>Mean, Median and Mode Based on User Acceptance Testing</td>
<td>107</td>
</tr>
</tbody>
</table>
# LIST OF FIGURES

<table>
<thead>
<tr>
<th>DIAGRAM</th>
<th>TITLE</th>
<th>PAGE</th>
</tr>
</thead>
<tbody>
<tr>
<td>2.1</td>
<td>Example of 2D animation</td>
<td>9</td>
</tr>
<tr>
<td>2.2</td>
<td>Screenshot Frog Prince Digital Storybook</td>
<td>12</td>
</tr>
<tr>
<td>2.3</td>
<td>Screenshot Over in the Meadow Animated Storybook</td>
<td>13</td>
</tr>
<tr>
<td>2.4</td>
<td>Screenshot Yummy Fly Pie Digital Storybook</td>
<td>14</td>
</tr>
<tr>
<td>2.5</td>
<td>Production process</td>
<td>16</td>
</tr>
<tr>
<td>3.1</td>
<td>The flowchart of Frog Prince Digital Storybook</td>
<td>23</td>
</tr>
<tr>
<td>3.2</td>
<td>The interface of the Digital Storybook the Frog Prince</td>
<td>24</td>
</tr>
<tr>
<td>3.3</td>
<td>The features in Digital Storybook the Frog Prince</td>
<td>24</td>
</tr>
<tr>
<td>3.4</td>
<td>The language selection in Digital Storybook the Frog Prince</td>
<td>25</td>
</tr>
<tr>
<td></td>
<td>Prince</td>
<td></td>
</tr>
<tr>
<td>3.5</td>
<td>The storybook begin</td>
<td>25</td>
</tr>
<tr>
<td>3.6</td>
<td>The flowchart of over in the Meadow Animated Storybook</td>
<td>27</td>
</tr>
<tr>
<td>3.7</td>
<td>The interface of the Digital Storybook over in the Meadow</td>
<td>28</td>
</tr>
<tr>
<td>3.8</td>
<td>At every pages, this storybook teach the children about number</td>
<td>28</td>
</tr>
<tr>
<td>3.9</td>
<td>The features animals from the story</td>
<td>29</td>
</tr>
<tr>
<td>3.10</td>
<td>The flowchart of Yummy Fly Pie Digital Storybook</td>
<td>31</td>
</tr>
<tr>
<td>3.11</td>
<td>The interface of the Digital Storybook Yummy Fly Pie</td>
<td>32</td>
</tr>
<tr>
<td>3.12</td>
<td>The storybook begin</td>
<td>32</td>
</tr>
<tr>
<td>3.13</td>
<td>Number of storybooks read in a week</td>
<td>34</td>
</tr>
<tr>
<td>3.14</td>
<td>What kind of storybook you are usually read</td>
<td>35</td>
</tr>
<tr>
<td>3.15</td>
<td>Do you ever use the digital storybook</td>
<td>36</td>
</tr>
<tr>
<td>3.16</td>
<td>Which kind of digital storybook that they would like</td>
<td>37</td>
</tr>
</tbody>
</table>
3.17 Which of the digital storybook that they would like to use it

3.18 What your favourite colour is

4.1 System architecture

4.2 Scene 1

4.3 Scene 2

4.4 Scene 3

4.5 Scene 4

4.6 Scene 5

4.7 Scene 6

4.8 Scene 7

4.9 Scene 8

4.10 Scene 9

4.11 Scene 10

4.12 Scene 11

4.13 Scene 12

4.14 Scene 13

4.15 Scene 14

4.16 Character testing for Puteri Santubong

4.17 Character testing for Puteri Sejinjang

4.18 Character testing for Putera Serapi

4.19 The navigation flow for the project

5.0 The process of download the fonts from the internet.

5.1 The Process of creating the fonts in Adobe Illustrator CS5.1

5.2 The Process of creating the fonts in Adobe Flash CS5.5

5.3 The production of graphics in Adobe Illustrator CS5.1

5.4 The production of graphics in Adobe Flash CS5.5

5.5 Example of graphics which is been displayed in Android

The production of graphic process in Adobe
5.7 The production of graphic process in Adobe Flash 73

5.7 Example of animation that use motion tween 75

5.8 Example of animation that use bone tools 76

5.9 Example of animation frame by frame 76

5.10 Process of Media Integration 77

5.11 Example of Action Script 3.0 78

6.0 Students from Tabika JAIM Pondok Kemas Hilir 88

6.1 Testing of application using Laptop 89

6.2 Testing of application using Android Mobile 89

6.3 The result of functionality test in graph form 97

6.4 The result of user interface test in graph form 100

6.5 The result of user acceptance test in graph form 103

6.6 The result of functionality test in graph form 108

6.7 The result of user interface test in graph form 108
CHAPTER I

INTRODUCTION

1.1 Project Background

Mobile phones have become a crucial part of our daily life nowadays. It is like a status symbol now. Every person's hand is equipped with the latest mobile phone models, and everyone has its own reason to have this magic gadget in their hands. One of the most widely used mobile OS these days is Android. Every day, new models of android come replacing the older ones to lure the users. The interested users, especially the young generation, are very fond of the latest features provided in new handsets. Android users can't even imagine their world without their handset. The importance of android can be imagined by the reaction of people if they are asked to leave their handset separate from them for a day.

This android's phenomena spread to all the age generation, start from children to adults. We can see that, nowadays, people mostly busy with their android. It is simply because the features provided in android. The children especially at age 3-7 years old always spend their time with android playing the game application mostly, the boy. While the girl more attract to girly application for example, Barbie's game, princess story and others.
Due to the android features progress, Digital Folklore Storybook for Android Apps: “Al-Kisah Puteri Santubong Dan Puteri Sejinjang” being proposes. This application is absolutely develop for android phone and develop as 2D animation. This application also, built as two ways interaction, that mean, the user especially children not only can watch this digital storybook but also can interact with this application. So, this application indirectly can attract the user attention to watch this digital storybook.

More than that, the digital storybook also develop and design not just only like a common storybook but also have an animation and consist of the sound effect that can make the user to get more feeling and exciting to watch the digital storybook. Why I choose to develop digital folklore storybook? Because, today the children mostly being expose to the other fairytales such as Cinderella, Rapunzel, and etc but the children do not know and not similar with the folklore story like “Si Tanggang”, “Bawang Putih Bwang Merah”, “Si Kancil dan Buaya” and etc. Moreover, most of the folklore stories give useful moral value and it can apply to the children.

1.2 Problem Statement

As we know, children especially, almost forgotten about the folklore story. So, to minimize the amount of user absolutely children, who do not know about the folklore story, design and develop a digital folklore storybook for android apps being proposes. As we know, due to the android features progress nowadays, we indirectly can use android as a platform to introduce the children especially girl about the folklore story.

And if we see and observe, nowadays in android has been have this similar application. But the application has worse in functioning, for example, there are no
interaction between user and application, there is no animation, no sound effect and as a conclusion it is simply just like a normal storybook. They just need to use the slider to go to the page. The user especially children just got bored during watch this digital storybook.

1.3 Objective

The objectives of the project must be stated clearly to ensure that the project working properly and smooth. This will not only ease the development of the system but also other who are involve in this project. Below are the objectives for this project:

i. To develop an interactive digital folklore storybook for children

ii. To develop an storybook for Android Application

iii. To measure the user acceptance towards this application.

1.4 Scope

The scope of the project is only applied on three areas: Target users, modules and platform. Each area is described as below.
1.4.1 Target user

This application is develop for user especially for children at age range is 4-7 years old.

1.4.2 Modules

This application is an interactive digital folklore storybook that told the story using 2D animation and the user also can interact with this application. This application also provides variety of sound effect that can make the user to get more feeling and exciting to watch the digital storybook and make it different compared to the existing digital storybook or the common storybook. The more special about this digital storybook is it built for android apps.

1.4.3 Platform

The game developed can only be played on android version 2.0 and above and suitable for all mobile phone which support Android AIR flash player.
<table>
<thead>
<tr>
<th>Model</th>
<th>Operating System</th>
<th>Support</th>
</tr>
</thead>
<tbody>
<tr>
<td>Samsung Galaxy S</td>
<td>Android 2.1</td>
<td>Flash Player 10.1</td>
</tr>
<tr>
<td>Samsung Galaxy S (Super Clear LCD)</td>
<td>Android 2.2</td>
<td>Flash Player 10.1</td>
</tr>
<tr>
<td>Samsung Galaxy Ace</td>
<td>Android 2.2</td>
<td>Flash Player 10.1</td>
</tr>
<tr>
<td>Samsung Galaxy Gio</td>
<td>Android 2.2</td>
<td>Flash Player 10.1</td>
</tr>
<tr>
<td>Samsung Galaxy Mini</td>
<td>Android 2.2</td>
<td>Flash Player 10.1</td>
</tr>
<tr>
<td>Samsung Galaxy W</td>
<td>Android 2.3</td>
<td>Flash Player 10.1</td>
</tr>
<tr>
<td>Samsung Galaxy Y</td>
<td>Android 2.3</td>
<td>Flash Player 10.1</td>
</tr>
<tr>
<td>Samsung Galaxy SII</td>
<td>Android 2.3</td>
<td>Flash Player 10.1</td>
</tr>
<tr>
<td>Samsung Galaxy Note</td>
<td>Android 2.3</td>
<td>Flash Player 10.1</td>
</tr>
<tr>
<td>Samsung Galaxy Nexus</td>
<td>Android 4.0</td>
<td>Flash Player 11.1</td>
</tr>
</tbody>
</table>
1.5 Project Significance

This application will bring the benefits and advantages to the target user because it can minimize the percentage number of children who almost forgotten about the folklore story. More than that, this application use android as a platform to attract children’s attention especially girl to know about the folklore story. Apart from that, this application also can help the user from wasting their time to the other game which is can’t give any benefit to them. Beside, this application also helps to promoting this story. *Al – Kisah Puteri Santubong dan Puteri Sejinjang* which is nowadays, almost being forgettable from one generation to other generation.

1.6 Conclusion

The conclusion for this chapter is, due to the android features progress can help the children to know more about folklore story. If before this, the children especially like to spend their time by play a game in android, but now with this creation, the children will more attract to watch this interactive digital storybook.
CHAPTER II

LITERATURE REVIEW & PROJECT METHODOLOGY

2.1 Introduction

This chapter will discuss more detail about the literature review and project methodology used regarding to the project entitled of Digital Folklore Storybook for Android Apps: “Al-Kisah Puteri Santubong Dan Puteri Sejinjang”.

More than that, in this chapter also, will discuss about the domain, the type of existing system and their comparisons and also the project requirement. The project requirements cover on software and hardware requirement.

The other things that will be discussed in this chapter are project methodology. Project management is the art of planning, doing and delivering projects of any kind, size, nature and type. It is very important to choose and decided the right of the methodology because a successful of the project depends to on its methodology. For this project, multimedia production has been chosen as a project methodology. It is made up by 3 main stages which are pre-production, production and post-production.
2.2 Domain

2.2.1 2D animation

2D is the domain for developing the Digital Folklore Storybook for Android Apps: “Al-Kisah Puteri Santubong Dan Puteri Sejinjang”.

The 2D animation is a simulation of movement created by displaying a series of pictures, or frames. It is also known as simply making objects move in a two-dimensional space. Even though 3D is dominating the animation’s world, but 2D is still not forgotten. People nowadays still familiar and enjoying the 2D animation, for example the most famous cartoon from Disney’s Walt, Mickey Mouse. Based on that showing the 2D animation can really give the entertainment to it viewers. More than that, as we know, storyboard is too synonym with 2D interface. Compared to 3D, when it designing into 2D, it more relaxing and enjoying. The viewers especially, do not feel too complex when using the digital storyboard.

2D animation also has a lot of fascination. It can release a lot of moral values to all viewers especially to the children. More than that, 2D animation always comes out with presenting the color with really closed to the children interest. From some research, children attracted to the bright color such as red, blue, yellow and others. Currently, 2D animation development is general. Their aims are for people who love to watch animation. So, Digital Folklore Storybook for Android Apps: “Al-Kisah Puteri Santubong Dan Puteri Sejinjang” was developing in 2D animation storyline and interactivity. To create the interactivity in this digital storybook, the user can play around and learn with this digital storybook by touching the object inside this storybook. Indirect, this storybook introduces the user with the sound effect that has been applied to the object in this storybook.
2.2.2 Mobile

Mobile is another domain that being use to develop Digital Folklore Storybook for Android Apps: “Al-Kisah Puteri Santubong Dan Puteri Sejinjang”. Mobile is being chosen as a domain because nowadays, people getting crazy with the technology gadget compared to computer or other. More than that, the using of mobile as a platform to develop an application like digital storybook is the best idea because, compared to normally storybook, it is difficult to carry out whenever we go. But by using the mobile as a platform, the user can read and play around with the digital storybook at anywhere and anytime. In the car or at playground they still can access the digital storybook. More than that, children especially, really more interested to read the storybook in the mobile compared to the originally storybook.