THE IMPLEMENTATION OF 2D DIGITAL STORYTELLING FOR CHILDREN
("SI PUTIH")

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UNIVERSITI TEKNIKAL MALAYSIA MELAKA
BORANG PENGESAHAN STATUS TESIS *

JUDUL: THE IMPLEMENTATION OF 2D DIGITAL STORYTELLING FOR CHILDREN ("SI PUTIH")

SESU PENGAJIAN: 2011

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THE IMPLEMENTATION OF 2D DIGITAL STORYTELLING FOR CHILDREN
("SI PUTIH")

EZYANTI BINTI MUHAMAD

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

FACULTY OF INFORMATION AND COMMUNICATION TECHNOLOGY
UNIVERSITI TEKNIKLAL MALAYSIA MELAKA
2011

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DECLARATION

I hereby declare this project report entitled
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Is written by me and is my own effort and that no part has been plagiarized without citations.

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SUPERVISOR : ____________________________ Date: 14/07/2011
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DEDICATION

I sincerely dedicated this project to my beloved parents, friends and my supervisor, En. Ahmad Naim Bin Che Pee @ Che Hanapi. Without their support and patience, the completion of my project would not have been possible. Million thanks for the understanding and guidance given throughout the completion of my project.
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First, I would like to thanks to Allah s.w.t, I am very pleased and grateful of being able to finish my Projek Sarjana Muda (PSM). First and foremost, I would like to thank my beloved parents and my family for their support and motivation throughout my project.

There were many people who contributed in various ways to this project. This project would have been possible without the advice and suggestion of my beloved supervisor, En. Ahmad Naim Bin Che Pee @ Che Hanapi. Thank you for the suggestions and invaluable information that you provided and your willingness for contribute your time to this effort.

I also would like to express my gratitude to all my friends in and outside UTeM for their exchanges of knowledge, lending their hands to me whether directly or indirectly to help me in completing this Projek Sarjana Muda (PSM).

Thank you.
ABSTRACT

The Implementation of 2D Digital Storytelling for children ("Si Putih") is a 2D animation which will deliver the moral value in human life cycle. This 2D animation will used an animation style storyline as the concept and animations to make this storytelling deference from the other ordinary 2D animation and much entertain to watch. The target user for this project is for the children from 7 to 12 years old. The domain used in this project is 2D animation. The animation technique that has been applied in this storytelling is frame to frame animation and also motion tweening. The duration of this storytelling is around eight minutes. User can easily use a standalone computer which has flash player to watch this 2D animation digital storytelling. It can be stored in CD-ROM or DVD. The Implementation of 2D Digital Storytelling for children ("Si Putih") is about a scenario of “Si Putih” human life cycle. He is a young boy, active, helpful but sometimes mischievous boy. In this storytelling, “Si Putih” has its own story of life starts from study world then working environment until him get married. Besides that, there are some objectives that hoped to be achieved for the project to define the main purpose to develop. This project is to make sure that all children will completely understand the story through the simple animation and very useful tips.
ABSTRAK

The Implementation of 2D Digital Storytelling for children ("Si Putih") adalah merupakan sebuah animasi 2D yang mana ia menceritakan dan menerapkan nilai-nilai moral dalam kitaran kehidupan sebenar manusia dewasa ini. Animasi 2D ini akan dibangun dengan menggunakan gaya jalan cerita yang tersendiri dengan menggunakan konsep yang telah dipelajari dan ia menjadikan cerita animasi tersebut berbeza berbanding cerita animasi yang lain. Sasaran pengguna bagi projek ini adalah untuk kana-kanak berusia umur dari 7 hingga 12 tahun. Projek animasi 2D ini tergolong didalam domain animasi 2D. Pelbagai teknik yang telah digunakan dalam membangun cerita ini, antaranya adalah "frame to frame" dan "motion tweening". Durasi tempoh jalan cerita animasi 2D ini adalah sekitar lapan minit. Para pengguna boleh menggunakan komputer sendiri yang mana komputer tersebut mestilah menyokong "flash player" untuk menonton animasi 2D "Si Putih". Ia juga boleh disimpan di dalam bentuk CD-ROM atau DVD. Si Putih ini adalah sebuah cerita mengenai kisah kehidupan "Si Putih" sebagai watak utama yang diadaptasikan dari senario kisah kehidupan yang sebenar. Si putih adalah seorang lelaki muda, aktif, rajin membantu tetapi kadang-kala ia seorang yang berpewatakan nakal. Di dalam cerita ini, Si putih mempunyai kisah hidup tersendiri bermula dari zaman persekolahan ke zaman alam pekerjaan sehingga melangkah ke alam perkahwinan. Terdapat beberapa objektif yang perlu dilakukan dicapai didalam membangunkan animasi 2D antaranya nilai-nilai murni yang berupa nasihat, tips yang membantu dan beberapa nilai moral yang perlu dielakukan dan tidak patut dicontohi. Tujuan projek ini di bangunkan adalah untuk memastikan bahawa kanak-kanak dapat memahami jalan penceritaan dan kitar hidup manusia di zaman ini sepenuhnya melalui animasi yang mudah difahami dan tips yang berguna dan boleh membantu untuk rujukan pada masa kelak.
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LIST OF ABBREVIATION

CD - Compact Disk
DVD - Digital Versatile Disc or Digital Video Disc
GB - Gigabytes
MB - Megabytes
MDeC - Multimedia Development Corporation
TV - Television
PC - Personal Computer
PSM I - Projek Sarjana Muda I
PSM II - Projek Sarjana Muda II
UTeM - Universiti Teknikal Malaysia Melaka
VCD - Video Compact Disc
2D - 2 Dimension
3D - 3 Dimension
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CHAPTER I

INTRODUCTION

1.1 Project Background

The proposed title will be 2D animation for viewers especially children where this animation is developed based on moral values. In this animation, the implementation digital storytelling will be the key point to develop the animation. It's better to teach moral values to children when they are still small where in this age they able to learn things very fast. Since everybody likes to watch animation, so this 2D animation can be a good application to deliver message like a moral value to the viewers.

Children have the tendency to learn and pick up thing quickly during their early childhood. Thus, exposing this on the importance of moral value at any this stage is quite importance and valuable. There are many ways to expose this. So, one way of doing this is through storytelling where by stories which have a good and positive moral value can actually make the children realize the importance of positive attitude which they will be encounter through their life.

This 2D animation will take a visual and meaning-based approach that is much easier for children to learn moral values that it can give more impact to the viewer while need them to interact to the story. The children able see how the human cute characters behave and the consequences of their behaviors. It also motivates students to learn,
immerses them in the material so they learn more effectively and encourages them to learn from their mistakes.

By watching “Si Putih”, children able to recognize what are the good moral values. Besides that, during these animation elements like view of camera, facial expressions of the characters and adding sound to the animation will be put in studies in details. All the item or props is easy to understand. Target users for this 2D animation are mainly children and even adults also can watch this animation since it’s about moral value to make this 2D animation look interesting and enjoying. There are few 2D animations has been developed based on this concept but this animation will be develop and focus more on 2D animation Digital Storytelling. The elements such as graphics, characters and images that will be design in the animation are easily adapted by kids and children. To aim of this project to be developed is about the kids can learn how important love in our life. Besides that, this project is form entertainment and has a commercial value. Duration for this story will be produce in about 3 to 8 minutes long.

1.2 Problem Statement

Moral values have been sour during the last 10 years. This project is mainly focus on children on age 7-12. To make this project more interesting not only the flow of the story, this project also need to include graphics, good combination of color that suitable for kids and all the element multimedia to make kids more enjoy watching this story. There are some reasons to develop this 2D animation. Malaysia was once known rich of moral value, good manners and culture, but now day, it seems that the new generation has become less and less sensitive about this value and this have been prove from the newspaper, media etc.
1.2.1 Teach moral value to children

It is important to encourage children with good moral values and it is easy to educate moral values when they are still young. When they are still young, they are able to learn very fast and they will remember that when they are growing up. Now day the parent have always busy with their work and only have a limited time to spend with their children. The influence of parents on a child is very important for all children in life. The reason why it is very important because the parents should be spending the most time with their child. It helps children identify themselves through their parent’s as a role model. The other thing friend can influence the behavior of the children to the bad attitude. The parent’s positive influence provides a secure environment for proper development of children and can help add to better society. The quality and quantity of time, setting proper as role models, providing security and showing responsibility all should be great motivators in helping us see how parents have the most important influence on a child.

1.2.2 Current method of storytelling

The traditional way of storytelling is a direct interaction between the teller and audience is an essential of the storytelling experience. An audience responds to the teller’s words and actions. Now day, there is several method of storytelling are book. Where the teller read the book and listens to the audience, it has an adverse effects. The audience cannot understand the story line, bored quickly and need to imagine. Now, the price of the book is sometimes can be expensive and it is difficult to meet any requirement what the children want. They are over-size and boring because using the huge font and the stories that are not new anymore. Children bored when reading a book can be view in Figure 1.1 below.
Based on Figure 1.2, it is showed the screen shot of children with television and internet. Television and internet very is popular communication tool today. It also storytelling through where we can fine the lifestyles of the other people. In addition there also have education programs that aired such a plan, but when watching television especially for children, it can be a waste of time and can influence the bad attitude from bad movie. "Children that watched the violent TV shows, even just "funny" cartoons, were more likely to hit their playmates, argue, disobey class rules, leave tasks unfinished, and weren't willing to wait for things than those who watched non violent TV shows," (Althea Huston, 2008). In brief, television and computer are two very important elements in educating and entertaining children however if they were not bounded into some limits, they could be dangerous on the cognitive, emotional, sexual, and social development of children. Especially without any one of control frame panel these 2D animations digital storytelling “Si Putih” develops with combination of the current method where it needs interaction from the viewer and has a moral value and interesting story.
1.3 Objective

The objectives of the project are 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:

1. To teach moral value through 2D animation and digital storytelling.
2. To develop 2D animation that focus on interactive moral storytelling.
3. To create an interactive 2D digital storytelling and fun way to be learns.
4. Creation of 2D animation using cute character and do research on a suitable character development.

1.4 Scope

The scope of the project is only applied on two areas: Target Users and Limitation of Storytelling. Each area is describes as below.
1.4.1 Target User

The targeted audience for this animation application is all the viewers especially children aged 7 to 12 years old. The Digital Storytelling, it can help your children easy to understand about the story that can server more quickly and effectively where this animation develop with a cute characters and ordinary props like car, school, stationery and etc. This will be a learning experience for children and make him the information and knowledge about many things at an age itself because this story telling base on the real scenario. This will also help him to progress intellectually when there are since to grow up.

1.4.2 Limitation

The product must be played by using flash player version 10. The user is required to have a computer, flash player and speaker in full view and play the product. This product is a standalone product and applicable to any platform. This 2D storytelling, “Si Putih” is starting with introduction of the story line by introducing the main character of this animation. The short music or soud will be play and be in more joyful. Then, the main character will start play, the role is expression his emotion through facial expression. The feelings that will be included are happy, angry, sad, worry and fear. During this, some sound effect will be included to make the story become alive.

1.5 Project Significance

This 2D animation is developed for viewers especially children because there are growing up and this scenario may be happen on their life. The viewers especially children can see how the moral value is applied according to the current situation in this animation. People tell stories to teach or give moral values to other. The oral is tradition way to represent the story. The Digital Storytelling is a relatively new term that has