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**Animal World**

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**Needs Analysis:**

**Background of the problem:**

 In recent years, children spend most of their time on devices playing digital games and watching videos. Technology have become a significant part of everyone’s life even children. Reading to children have been reduced over the years. Children became more independent more than before. In addition, parent these days believe that technology is important for their children to learn and explore.

**Problem statement:**

 Children these days don’t pay attention when someone attempts to teach them by traditional ways such as reading. For instant, when parents try to teach their children the basic information, like animals’ names by reading for them, they don’t pay attention. However, when they play games on IPads, they are more focusing, and they are enthusiastic.

**Rationale for the need for the app:**

 Children who are 3-6 years old are curious to know about animal world. They always ask questions. Also, these days they are like to use devices and play games. Thus, if we combine these two points together and create an educational game that they can play and learn about animals. This stage of childhood is critical for building vocabulary knowledge. We as instructional technology designers have to make the using of technology beneficial for children, so instead of playing non-beneficial games, we can create educational games to increase their vocabulary knowledge.

**Available resources:**

 According to (Begona, 2007). Educational games are useful instruments for learning long-term consequences. In addition, if we create a game that teach children about animals, they will memorize the information without any effort or need for anybody. Also, educational games these days have received increased attention by educators. “It is also of value to conduct a study, by using the game, on two different age groups to see which group actually responds to change behavior of energy conservation,” (Yang, Chien, and Liu, 2012,p.36). Many of them support integration educational games in teaching while some of them oppose that. As well, it is a magnificent idea for children to use technology in a positive way because they spent a lot of time on their devices.

**Goals/objective statement.**

 As instructional technologists, we are looking to improve the learning ways. We believe that if we combine what children love in their daily life into the learning process, their performance in learning and understanding will increase. Thus, in this project, we are going to create educational games for children how is 3-6, to facilitate learning about animal world.

**Task analysis:**

 This research will clarify the benefit of doing the project for children. First of all, in order to enhance the ability of children's scientific curiosity for remembering much information of animal world, we applied an educational game that have many activities, different ideas, sections, and materials. “Personal mobile technologies and game environments for personalized learning could have the immense impact,” (Liao, Chen, Cheng, Chen, and Chan, 2001, p86). They explained that technologies include mobile devices, and entertainment games could create a strong effect on learning environment when we use those techniques. This educational game is about background information that helps children to learn and having enjoyable environment about a variety of different characteristics that explain animals’ world.

 The project divides into four sections to facilitate the materials for children and help them to learn easier and progress from level to another without having problems or difficulties. First of all, section one will begin to show a set of pictures of animals from different classes. Each picture has the name of the animal that will consider the first step to the child to be familiar with that animal. The name of this app is animal name. Second of all, section two will be a little bit expands because it is the part that has the information of animal groups. The section will put the animals in different groups like reptiles, birds, mammals, and amphibians. For instance, in this app, when the child clicks on a particular image of mammal’s animal, it will show a picture of the elephant. Under or below this image there is written information that has a useful some background about this animal and the child will be able to read this information visually or hear the text as an audio. So, children can distinguish between the different categories of animal, expand their knowledge, and have a good background of animal classes. The name of the second app is animal type.

 In addition, in the third section, there is some documentary, stories, musical, and cartoons videos about animal. While watching the videos children will have fun with learning. So, they won't get bored when they learn. The name of this app is animal video. In addition, in the last section, there is an evaluation part that defines and assesses children level in this project. There are some exercises that have different activities like color activity asking students to put every animal to the group that belongs to bird or mammal, and matching the name of the animal to its picture. The name of this app is an exercise.

 **Target audience / Learner analysis:**

 Our target audience in this project is children who are 3-6 years old. We establish this project for those kids who are not interesting in traditional learning, and they do not have a desire to learn science. Hence, we can make them feel enjoying while they are learning.

**Entry behaviors:**

 In this project, children should know many thing before they start to learn by using these kinds of games. Children shall be able to enter to the app and play the game. As well, there are some instructions in the game children have to be able to understand and do it. For example, master the objectives by matching the animal names to their pictures.

**Prior knowledge of the topic area, education and ability levels:**

 Using technology including mobile devices and computers are one of the most important requirement in this project. Thus, without any prior experiences with mobile games it could be difficult to make children learn some educational subjects. Also, these days, children use the computer games and mobile games. This educational game does not need advanced level of technology. It needs only basic level to be able to play the game. It fits children ability and level.

**Summary:**

 Educational games are significant instruments for learning. Especially, children who are 3-6 years old. They are curious to learn new things, but they do not read yet or do not like reading. They can get advantage of this project. Additionally, many educators integrate the educational games into the learning process because they found these games efficient. The primary keys of factors that should be addressed in this project are to make this project fits children’s level and abilities and make the learning enjoyable. We as instructional technology designers believe that these kind of projects are will be useful and efficient for children. Also, educational games help them for long-term learning. Thus, we think this project will be successful.

**References**

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