

Chapter 1: Introduction

1.1 Project Overview

Smartphones are being popular and being use widely by people of all fields and ages. On that note, children from the age of 5 years old are now common to own a smartphone or constantly on their parent's/guardian's phone. It is safe to say that some people know how to use the device from the young age.

It is very common when people only use their device to play games or watch funny videos but it may disrupt the focus of user especially children and teenagers. Parents and guardians should have used the technology as education at home especially in learning English. *“According to official statistics, barely 50 percent of Malaysians are literate in English, while up to 90 percent can speak, read and write Malay which is widely used in Southeast Asia.”* (Michael Richardson and International Herald Tribune, 2002). This shows children, teenagers and even adults should enhance their vocabulary and grammar to be literate in English fluently without problems.

This mobile application will be developed to be run on Android platform. This application works to frame images into a sentence or to frame sentences into the given images which will definitely help the users to improve their grammar by completing sentences correctly using the image given. The application also will produce sounds which pronounce the selected object to train the users the correct pronunciation.

1.2 Project Objectives

The main purpose of this project is to assist the users to learn and increase their knowledge in English vocabulary and grammar by developing an education-based application. Below are the objectives of this mobile application:

- To study and analyse the advantages and disadvantages of the similar existing education-based applications.
- To develop a mobile application that helps user to learn and improve vocabulary and grammar in English on their devices.
- To develop a mobile application to frame the image into a sentence and frame sentences into prepared images.

1.3 Problem Statement

Not everyone is a fast-learner especially in learning English language. There are a few problems which may occur without the English learning application:

- Learning English from tutors may be costly and may require a lot of resources.
- Difficult to understand if tutors have a strong accent or slang.
- Vocabulary and grammar may not be in the same module or books, hence people need to look for it separately.

2

1.4 Goals of Project

The main goal of this project is to build an education-based application which helps the user to increase knowledge and improve the vocabulary and grammar in English language. User will be able to finish sentences by fill in the blank based on the image given or dragging the images to the words in a sentence given. This application also produce voice to pronounce the image selected to help the user learn the correct pronunciation.

Comparing to other existing applications, their applications seems to be a bit more complicated and harder to understand for younger users which is the target audience for this project. Most of the applications only provide the image without the voice-pronunciation which makes the user difficult to determine the correct answer.

1.5 Project Scope

This project aimed for beginners and young audience like children as the application is based on education. Interfaces of the program will be easy to navigate and interesting as the application helps those who are weak or new to English language get better. Image conversion is the main function for this project. Every image will hold its own specific word which will be a key to complete a sentence. Therefore, users will select the correct images to complete the sentence.

This application will be implemented on Android mobile application for end-users to use. IOS

platform is not yet confirmed at this moment. This application will be able to complete sentences using images provided. Capturing an image using the device's camera to complete sentence will be available in the future if the market demands it.

4

1.6 Project Plan

1.6.1 Milestone for Trimester 1

Date

Week	Milestones	Due
2	Project Planning	14/07/2019
3	Background Study	21/07/2019
4	Information Gathering	28/07/2019
5	Requirements	11/08/2019
7	First Draft of Interim Report	
8	Design	01/09/2019

10	Prototype	15/09/2019
12	Report Submission	22/09/2019
13	Presentation	29/09/2019

Table 1.1: Milestone for Trimester 1

The milestone for the Trimester 1 is displayed on table 1.1. There are nine main milestones which should be achieved in 14 weeks' time. In the first week from 14/07/2019 until 20/07/2019, the planning of the project will be discussed between the student and the supervisor. On the third week of studies, the students will be conducting a background studies related to the project. After background studies are done, the students will be doing information gathering from 22/07/2019 up until 28/07/2019. All of this information is important for the requirements on the next milestone. The fifth week, the student will be focusing on the requirements for two weeks.

5

By the end of week 7 (18/08/2019), the student should have finished the first draft of interim report and continue with the design of the project. A prototype must be developed for this project; hence the student will be spending two weeks' time from 16/09/2019 until 21/09/2019 to do the prototype. Last two weeks will be the submission of report and the presentation of the report.

1.6.2 Gantt Chart for Trimester 1

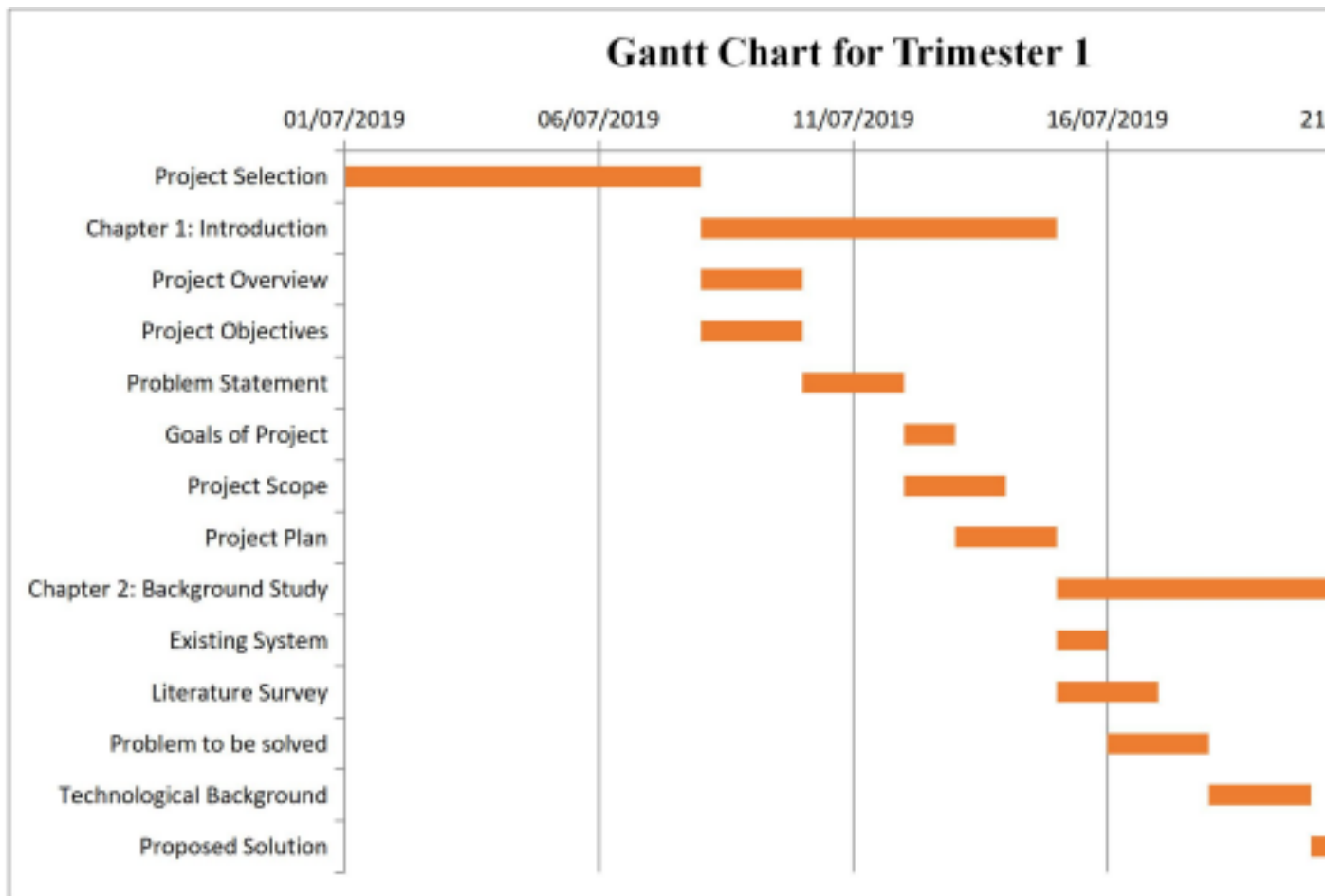


Figure 1.1: Gantt Chart for Trimester 1

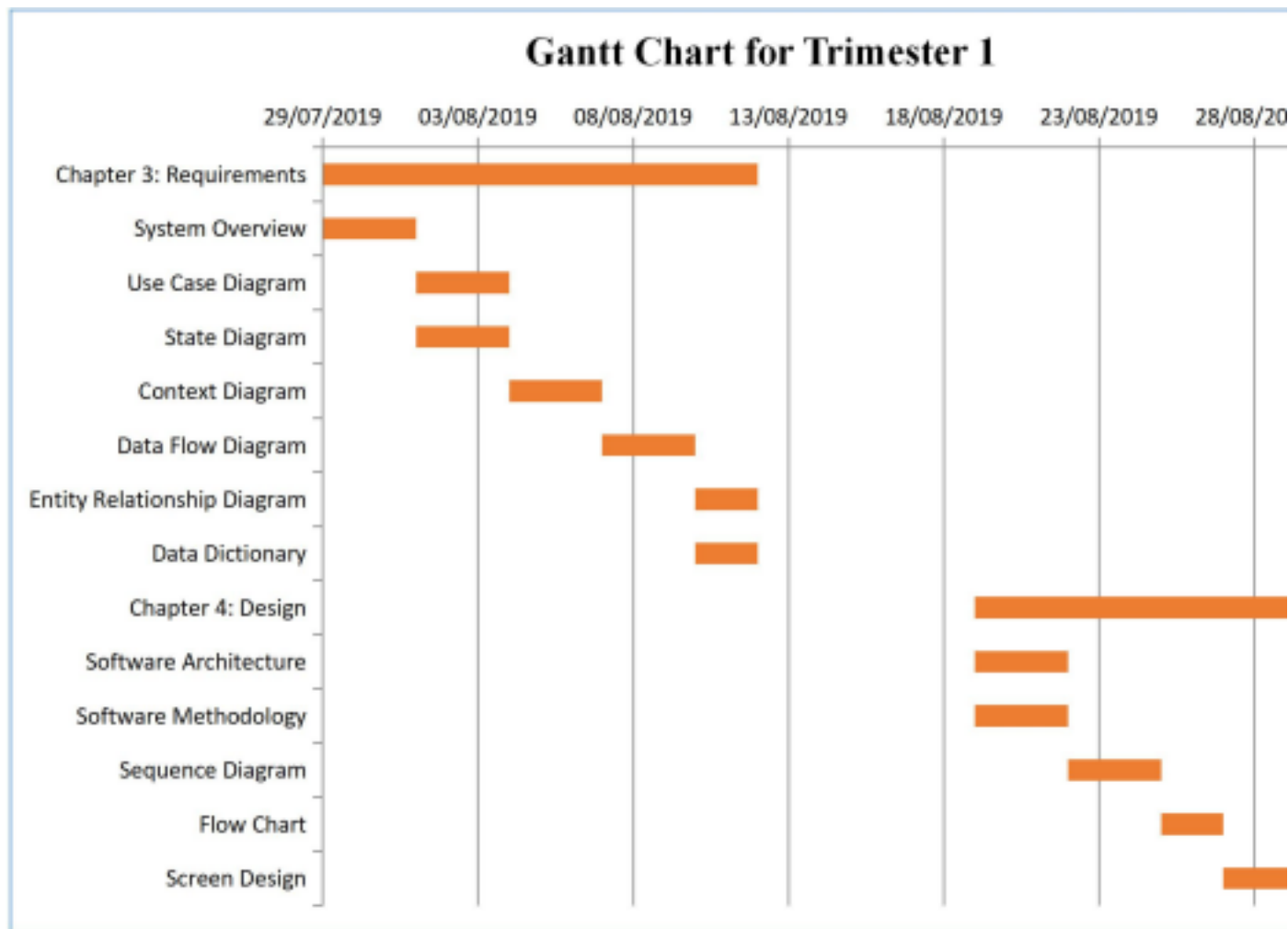


Figure 1.2: Gantt Chart for Trimester

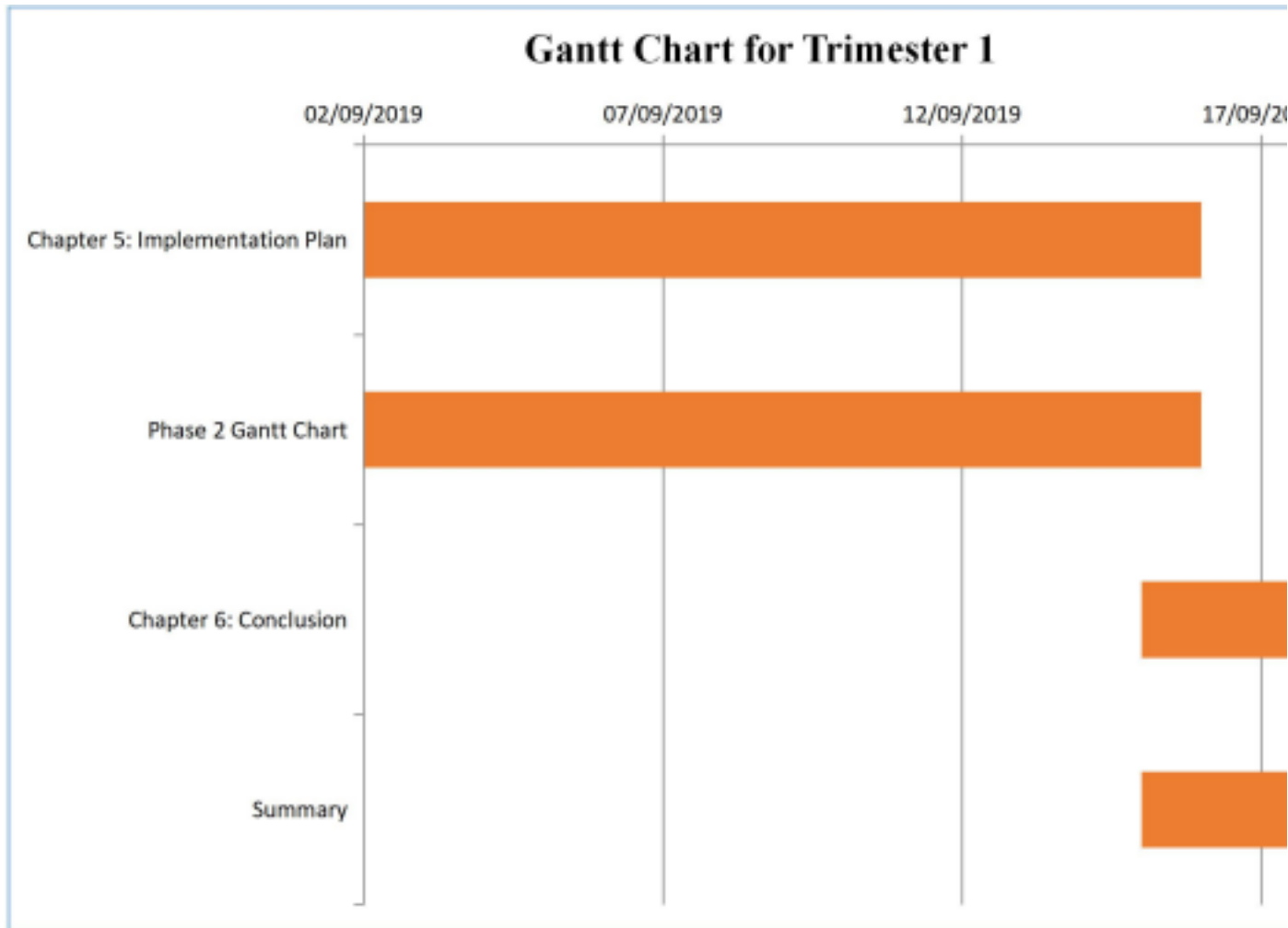


Figure 1.3: Gantt Chart for Trimester 1

9

Timeline for final year project in the first semester is illustrates in the Gantt Chart above. The project title was release and available for the students to choose in the first week of the new final year project semester. Student can pick a project that theyareinterested in, or they can propose their own idea to the supervisor. Once the student’sproposal to the supervisor is accepted, the student’s ID will be added to the systemalong with their chosen or proposed title. The student must meet their supervisor oncea week by making appointment with their advisor.

In the introduction part of this project, the project overview, objectives, goals, andmilestones of project is listed. Gantt chart is also provided to assist the readers tounderstand the achievement and timeline of this project easily. As for the backgroundstudy, study of existing system is done to analyse their strengths and weaknesses. Their output will be used to compare to the on-going system and can

be used to help in further analyse the requirements needed for the new system.

In the next phase which is the requirement phase, several diagrams will be constructed to illustrate the mobile application in details. Diagram such as Flow Chart and StateDiagram are constructed to illustrate the data flow of the system. Other than diagrams, screen design will be drawn to further explain how the proposed system will look like. Conclusion of the project will be included in the last chapter, the overview and result as well as problem encounter will be written in this section.