

Project Study Title	The 2D Adventure Game for Children 6–8 Years Old
Project Study Credits	6
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Field of Study	Information Technology
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Abstract

This project purposes to create the 2D adventure game of ‘animal’ for scientific knowledge development in children aged between 6 to 8 years. This game composes of two parts: helping animals and answering questions about animals both emphasize on motivating kid to learn with beautiful animation. It has three main steps of game creation starting from project preparation which consists of data study and analysis also specifying target groups of the game. Next step is designing storyboard, characters and scene; The characters and scenes are then created, painted and animated on computer along with program coding. Finally, after finishing work, game is checked and revised for the totally complete project. In evaluation process, the result from three specialists reveals that this game is in good standard. The result from ten samples who tried playing game shows that most of them were satisfied with this game and obviously gain significant knowledge about animal.

Keyword : 2D adventure game / science knowledge