

Development Framework Based on Mobile Augmented Reality for Pre-Literacy Kit

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Abstract : Mobile technology, augmented reality, and game-based learning are some of the key learning technologies that can be fully optimized to promote pre-literacy skills. The problem is how to design an effective pre-literacy kit that utilizes some of the learning technologies. This paper presents a framework based on mobile augmented reality for the development of pre-literacy kit. This pre-literacy kit incorporates three main components which are contents, design, and tools. A prototype of a mobile app based on the three main components was developed for promoting pre-literacy. The results show that the children and teachers gave positive feedbacks after using the mobile app for the pre-literacy.

Keywords : framework, mobile technology, augmented reality, pre-literacy skills

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