Eduvaka

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Edvaka is educational software for Pasifika Early Childhood Education. The client was Tagiilima Feleti, Otago/Southland Pasifika ECE Coordinator, Ministry of Education.

This software can utilize a touch screen monitor to complete various activities like reading a book, colouring Pasifika objects and basic counting skills.

It was important to ensure that this software was designed with creativity while being guided by true multimedia design principles and the New Zealand Early Childhood National Curriculum.

Research also involved playing existing early childhood interactive CD-ROMS and assessing online Early Childhood Interactive games. The time spent here was guide for the size of objects, choice of colours, visual and audio feedback and the level of difficulty of each activity.

Paper based resources were also provided by the client as guidelines for designing the activities of the software. This provided guidelines for Pasifika patterns and objects to be used for this software.

An understanding of Piaget's Theory was also acknowledged for being aware of a child's capabilities at the ages of 3-5 years old. This provided guidelines for the level of difficulty for each activity.

Time was also spent on researching touch screen hardware that was currently available. Developing understanding of the capabilities of
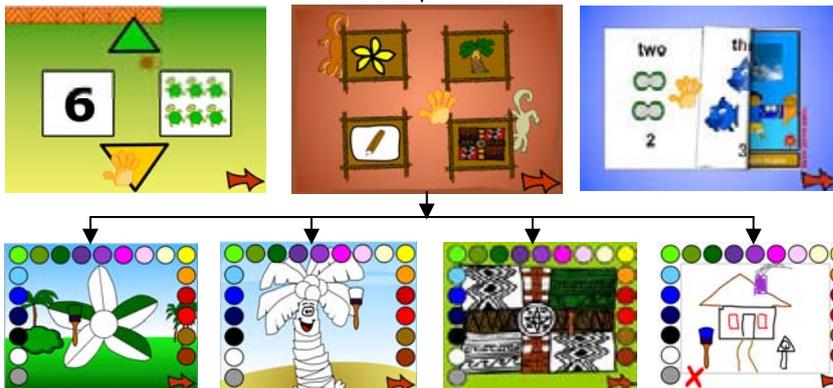
a touch screen monitor was used as a guideline for deciding on the size of objects within each activity.

It was important to design the graphical interface with images that were appropriate for children who are of ages 3-5 years old.

The implementation of the project involved using Flash ActionScript 2.0 and using artwork that was created by Sonny and Nina Teio.

According to the New Zealand Early Childhood National Curriculum, it was important to develop activities that children of this age group were able to complete. Each activity had a unique goal and a learning outcome that ensured that proper guidelines were adhered to.

Consistency of choice of objects was imperative for children to develop a positive sense of mastery. I originally started with a variety of colour pots for the colour in activity, but chose to create a generic selection of colour pots to maintain this consistency.

Audio feedback was created through various recording sessions with Christine Kauarevai and Nina Teio. The recording of audio feedback was dual purposed, one was to record English speaking audio feedback and the other was to record Cook Island Maori speaking audio feedback.

It was important to test the software to ensure that it was robust and user friendly, so the software was tested with a wide range of age groups with the most important age group being from 3-5 year old children