

# KIWI WORLD: PC-Training our nation

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## ABSTRACT

This project is about the development of an interactive multimedia production called 'KiwiWorld'. KiwiWorld is designed to provide foundation level computer training by helping users gain skills in three key areas of computing: 1) mouse use, 2) keyboard use and 3) screen use. KiwiWorld was designed, developed and delivered by Kimberley Tuapawa, student of EIT, for a Wairoa-based sponsor, the Salvation Army Employment Plus - Training Centre (SAEP). SAEP provides vocational and employment-based training to persons aged between 16 – 18 years old. It is critical that these students engage in quality computer training to achieve and develop the skills needed to obtain work. By utilising multimedia technology, KiwiWorld helps to build practical skills, and gives students an opportunity to learn while having fun.

## Keywords

Computer Training, Multimedia Development

## 1. INTRODUCTION

KiwiWorld has over 150 individually crafted fun-charged scenes. Early indications are that potential exists to promote and sell this CD-ROM distributable product in retail and/or to training-relevant groups including education providers.

Positive feedback from users suggests that KiwiWorld could set a standard for helping students learn 'better'.



Figure 1. Small screenshot of the actual poster

## 2. INDUSTRY SPONSOR FEEDBACK

During the site visit demonstrating the final product, the sponsor said that it is "an honour for our centre to be given the opportunity to utilise this training production...students can learn at a pace they are comfortable with..."

## 3. DEVELOPMENT METHODOLOGY

Throughout the project, it has been important to maintain good communication between all of the people involved [2]. The development of this product has been influenced by three key sources. These are:

- 1) The over-arching system methodology (FAST) [3]
- 2) The analysis approach (Storyboard Methodology) [1]
- 3) The design and analysis schedule as prepared by EIT

## 4. CONCLUSION

KiwiWorld has proven its worth with students and teachers alike. In utilising multimedia technology, it has created a visually and kinesthetically stimulating experience for students of all learning backgrounds. Rich with graphics and games, KiwiWorld provides a level of engagement difficult to achieve in other methods of delivery. Each and every scene has been designed to help learners 'love learning', and obtain skills critical to becoming digitally literate.

KiwiWorld is an innovative approach to learning, combining entertainment with education to better develop the skill set of our people. It is a program that through use is becoming more popular among new computer users, and with continued promotion it has the potential to reach out and educate much larger audiences within New Zealand.

## 5. REFERENCES

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This poster paper appeared at the 3<sup>rd</sup> annual conference of Computing and Information Technology Research and Education New Zealand (CITRENZ2012) incorporating the 25<sup>th</sup> Annual Conference of the National Advisory Committee on Computing Qualifications, Christchurch, New Zealand, October 8-10, 2012. Mike Lopez and Michael Verhaart, (Eds).