

## TABLE OF CONTENTS

<b>TITLE PAGE</b>	
<b>APPROVAL PAGE</b>	<b>i</b>
<b>FOREWORDS</b>	<b>ii</b>
<b>TABLE OF CONTENTS</b>	<b>iii</b>
<b>TABLE OF FIGURES</b>	<b>vi</b>
<b>TABLE OF TABLES</b>	<b>x</b>
<b>ABSTRACT</b>	<b>xi</b>
<b>CHAPTER I: INTRODUCTION</b>	<b>1</b>
1.1 Research Background	1
1.2 Research Problem	3
1.3 Research Scope	4
1.4 Research Objective	4
1.5 Research Advantage	5
<b>CHAPTER II: LITERATURE REVIEW</b>	<b>6</b>
<b>CHAPTER III: THEORETICAL BASIS</b>	<b>13</b>
3.1 Challenge Based Learning (CBL)	13
3.2 Stages of Child Development	14
3.2.1 Characteristics of Child Development Stages	15
3.2.2 Child Development Milestones	16
3.3 ECDI Instrument	26
3.4 Mobile Application	29
3.5 iPadOS	29
3.6 Swift Programming Language	30
3.6.1 Spritekit Library	31
3.6.2 Gameplaykit Library	32
3.7 Entity Component System	32
3.7.1 Entity	32
3.7.2 Component	33
3.8 Animation using Spritekit Texture Atlases	34
<b>CHAPTER IV: RESEARCH METHODOLOGY</b>	<b>38</b>
4.1 Research Description	38

4.2 Tools & Materials	38
4.2.1 Tools	38
4.2.2 Materials	39
4.3 Challenge Based Learning (CBL)	39
4.3.1 Engage Phase	40
4.3.2 Investigation Phase	41
4.3.3 Act Phase	41
4.4 Minimum Viable Product (MVP)	41
4.5 User Flow	42
4.6 Low Fidelity Design	43
4.2.1 Homepage View	44
4.2.2 Map View	44
4.2.3 Storybook View	45
4.2.4 Minigame View	46
4.7 App Architecture	46
4.8 Evaluation & Testing	48
4.9 Expected Results	49
<b>CHAPTER V: IMPLEMENTATION</b>	<b>50</b>
5.1 Challenge Based Learning (CBL) Implementation	50
5.5.1 Engage Phase	50
5.5.2 Investigation Phase	51
1. General Investigation	51
2. Domain Investigation	52
3. Solution Concept	54
5.5.3 Act Phase	55
5.2 Hi-Fi Design of Kabuki Learning App	55
5.2.1 Homepage View	55
5.2.2 Map View	56
5.2.3 Storybook View	57
5.2.4 Minigame View	57
5.3 XCode Project Configuration	58
5.4 App Architecture Setup	59
5.4.1 Entity	60
1. Character Entity	61
2. Shape Entity	64
3. AnimatedShape Entity	66
5.4.2 Component	69
1. Adding Sprite Component to a Character	71
2. Adding Sprite Component to a Shape	71

3. Adding Sprite Component to an Animated Shape	72
5.5 Interface Development	72
5.5.1 Homepage View	73
5.5.2 Map View	75
5.5.3 Storybook View	77
5.5.4 Minigame View	81
5.6 Animated Object Implementation	84
<b>CHAPTER VI: TESTING</b>	<b>89</b>
6.1 Children's Testing using Emoji Scale	89
6.2 Parent's Usability Testing	90
6.3 Testing Final Result	92
<b>CHAPTER VII: CONCLUSION &amp; SUGGESTION</b>	<b>96</b>
7.1 Conclusion	96
7.2 Suggestion	97
<b>REFERENCES</b>	<b>98</b>