



CSAI-453-P2-F45

مُخَيَّلَة



جامعة أم القرى
UMM AL-QURA UNIVERSITY

ARABIC WEB APPLICATION TO INSPIRE CREATIVITY AND IMAGINATION IN CHILDREN THROUGH CREATIVE WRITING

MUKHAYLAH TEAM

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★ OBJECTIVES

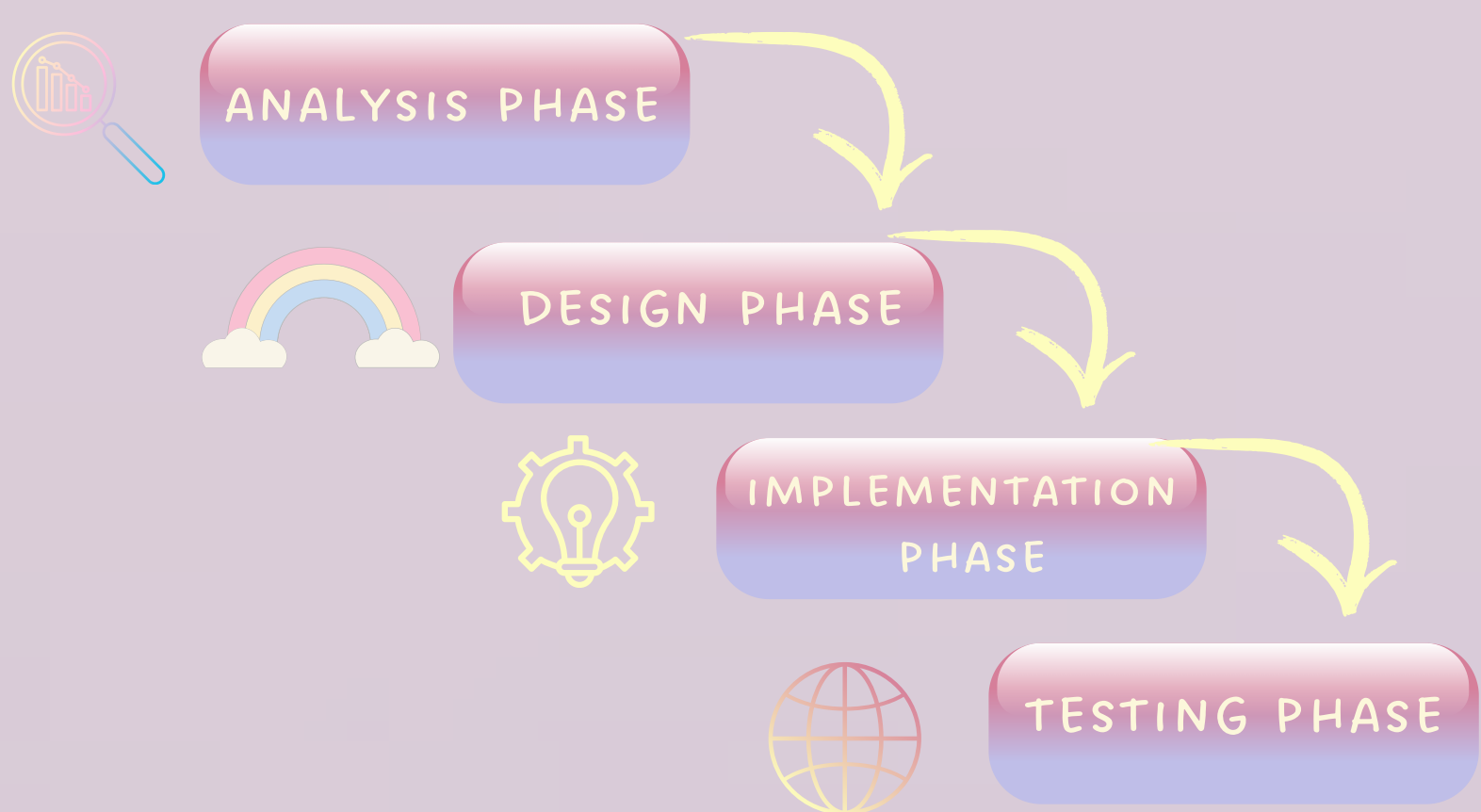
Enhance the creative thinking and expression skills of children through interactive activities such as:

- Guess Picture
- Complete Story
- Write with friend



★ METHODOLOGY

The waterfall model has been chosen for this project:



★ CONCLUSION

"Mukhaylah" application represents a promising step towards bridging the gap in digital resources for creative writing in the Arabic language.

★ FUTURE WORK

- 1 Multiplayer Functionality for "Write-with-a-Friend" Activity
- 2 Friend List
- 3 Review Section for User Writing

★ ABSTRACT

ENHANCING CREATIVITY IN CHILDREN THROUGH CREATIVE WRITING.

USING DIVERSE ACTIVITIES AND STORY WRITING TO DEVELOP CHILDREN'S SKILLS.

CREATING THE VIRTUAL CHARACTER "MUKHAYLAH" TO BE A NICE COMPANION

★ TOOLS

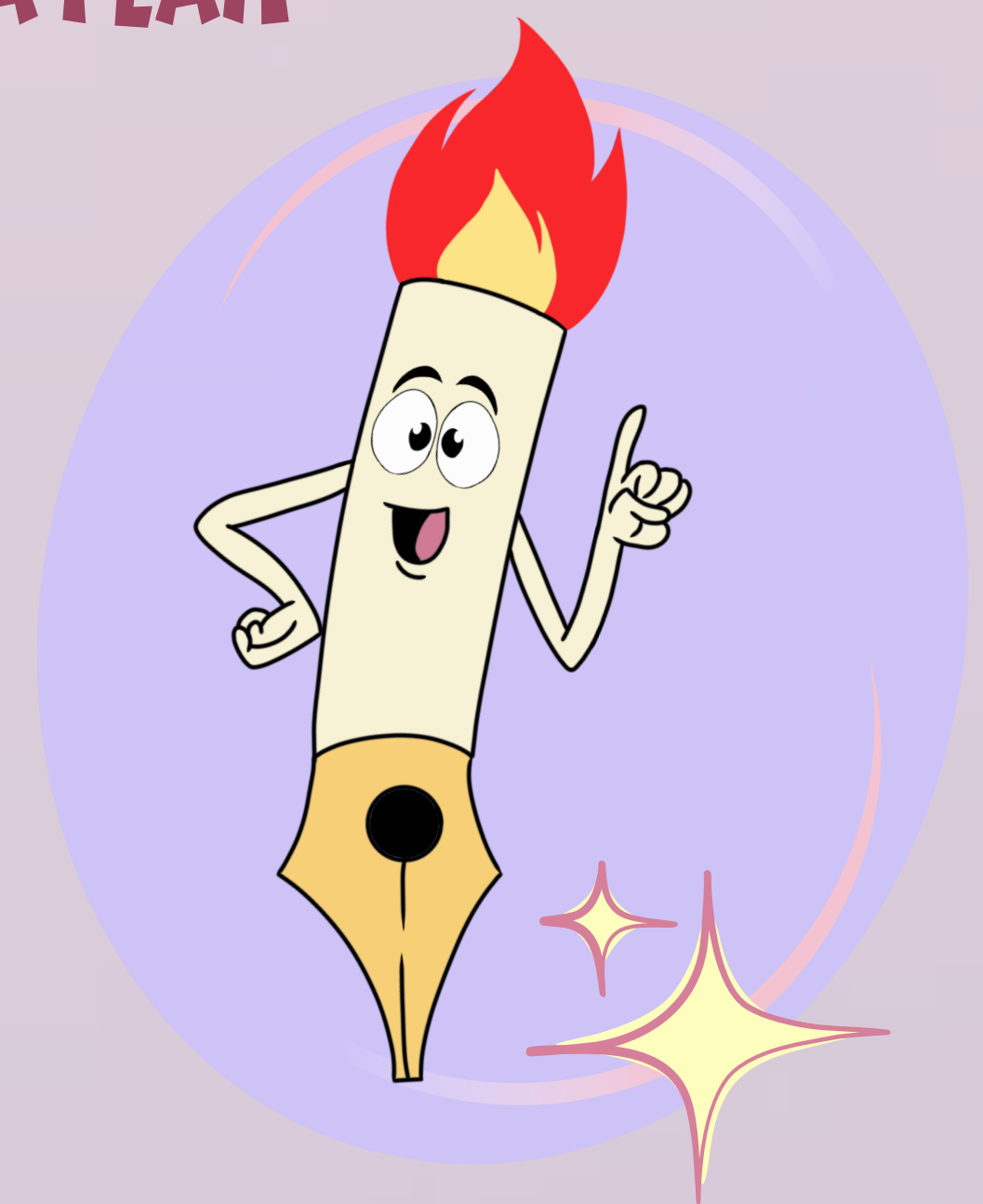


★ SOCIAL ACTOR "MUKHAYLAH"

The project features an educational character named Mukhaylah with a captivating voice.

Mukhaylah's visual design was selected through a survey of the target child audience, this character took the

1st place.



★ INTERFACES

