Android Application for Malay Kedah Traditional House

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Abstract

The main thrust of this paper is that we describe the graphic design and illustration details of a mobile application supporting the Malay Kedah Traditional House, based on open technologies such as Android. There are two type of software used for completion of the application that are Adobe Flash and Adobe Illustrator. The Adobe Flash are more focus towards its programming and interactive while the Adobe Illustrator is used to illustrate the graphic design of the Malay Kedah Traditional House. The goal was to create an easy to use, mobile, interactive and flexible including a portable Android user. Thus the project is meant to explore, reveal, reconstruct and rearrange the chronology of its history. The future improvements will include more historical building and its history to spread and share the uniqueness of Kedah’s History to not just local Malaysian but also to all international tourist or historical researcher and make plans for further developments.

References


Index Terms

Computer Science

Operating Systems

Keywords

Mobile application, Android, Traditional House, Kedah, Interactive, Illustration