



Alexandria University
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**“Effectiveness Of the Graphic Elements in Designing
The Interactive Electronic Book for Children
From 7 To 9 Years Old”**

A Thesis Submitted to Complete the Requirements for Obtaining
A master in Fine Arts – Graphic Design Department
Graphic Design Communication

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English Summary:

We live in an era full of changes and developments in various fields of life, as a result of the explosion of knowledge and the tremendous development in various sciences and fields, which led to the emergence of technical and scientific innovations, which led to changes in the approach to human life. In computers, it is possible to display all kinds of digital multimedia clearly and at high speed, and the possibility of linking these devices to the Internet. As a result of these rapid changes, shifts appeared in the human learning style, which led to the emergence of the interactive digital book, which became competing with the printed paper book. Although, both types of books have their benefits, roles and advantages, the printed book is facing the interactive digital book, especially with the creation of screens that compare to the paper pages of traditional books, and it has become possible to read the contents of the book through interactive digital devices.

Graphic elements are one of the most important means of visual communication. The success and distinction of the design depends on several factors, the most important of which is the designer's style and unique artistic personality, which is reflected in the design, and is considered as a clear imprint of the creative designer.

From this point of view, the research consists of five chapters, starting with the first chapter, which is (the general framework of the research) and includes an introduction explaining the importance of the research, which is the important role that the designer's style and personality play in the success of the graphic design of the digital book for children, its distinction and its reflection on the recipient, especially with the development and spread of the graphic design process widely in various fields.

The introduction indicated the objectives of this study, which are:

- The great development in technology and what has been achieved to display types of digital multimedia on different devices
- Shedding light on the impact of the designer's style and personality on the excellence and success of the digital book directed to the child.
- Clarifying the importance of graphic elements in designing and developing a book for children.

Then the research moves to the second chapter entitled (Child in the middle childhood stage from 7-9 years) and deals with the study of the types of childhood and its characteristics, the childhood stage is one of the most important stages affecting the future of the human being and constructs his personality where the child has the ability to learn a lot of customs, traditions and knowledge to discover all that is going on around him.

The third chapter, entitled (Interactive Digital Books for Children), deals with the study of creative thinking in designing digital books for children, the study of the child's personality and its relationship to the book, and the designer's style of design.

In addition to studying technology and technological creativity and its impact on design and designer.

The fourth chapter, entitled (Graphic Elements and Their Employment in Designing an Interactive Digital Book for Children), presents the role of the designer to provide a creative environment for the child through various interactive designs. While he treats these interactive designs as a group of fun and interesting games.

The fifth chapter, entitled (Creating the Interactive Digital Book), deals with the steps of building and creating digital books.

في هذا الفصل، الذي يحمل عنوان (إنشاء الكتاب الرقمي التفاعلي)، يتناول الخطوات لبناء وإنشاء الكتب الرقمية التفاعلية. يركز هذا الفصل على كيفية دمج العناصر التفاعلية في الكتب الرقمية، مثل الصور المتحركة، والفيديو، والرسوم المتحركة، والاختصاصات التفاعلية، مما يجعل الكتب أكثر جاذبية وتفاعلية للقارئ. كما يشرح الخطوات العملية لتصميم وتطوير الكتب الرقمية التفاعلية، من اختيار البرنامج المناسب إلى اختبار الكتاب النهائي.

ويذكر بعض أدوات وعملية (الكتاب الرقمية التفاعلية للأطفال) على دراسة التفكير التأملي في تصميم الكتب التفاعلية للأطفال، وتربية المعلمة المتكيفة وعلاقتها بالكتابة، وعلاوة على ذلك، يشرح كيفية تصميم الكتب التفاعلية باستخدام التكنولوجيا والأدوات التكنولوجية، وأثر ذلك على التصميم والتطوير.

ويعرض التصميم التفاعلي، (التصميم التفاعلية) وتوظيفها في تصميم الكتاب الرقمي التفاعلي (تفاعلي) حيث يأتي دور التصميم التفاعلي، وذلك من خلال أدوات التصميم التفاعلي، مثل أدوات التصميم التفاعلي، والتي تساعد على إنشاء محتوى تفاعلي جذاب، مثل الرسوم المتحركة، والفيديو، والاختصاصات التفاعلية، مما يجعل الكتب أكثر جاذبية وتفاعلية للقارئ. كما يشرح الخطوات العملية لتصميم وتطوير الكتب الرقمية التفاعلية، من اختيار البرنامج المناسب إلى اختبار الكتاب النهائي.

هذا الفصل يهدف إلى تزويد القارئ بالمعلومات والأدوات اللازمة لتصميم وتطوير الكتب الرقمية التفاعلية، مما يمكنه من إنشاء كتب رقمية تفاعلية عالية الجودة.