Life of Autism: Short Movie

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Abstract––**Autism is a developmental disorder which many people thought that it is a disease. Mostly, people understood that when a child learns to speak at a later age, they are deemed as 'autistic'. Such a notion is inaccurate because he or she is not necessarily autistic. In addition, some people do not understand the emotions of children with autism. Things as such are what causes people to ignore about autism and conclude that it's just the children's problem. The problem statement here is that our community is lack of knowledge and experience with autistic children, therefore the community does not know the symptoms of autism and how to cope with them. The objective of this study was to introduce Autism disorders to the community and how to overcome it as a problem. Both of these objectives were chosen because they relate to the researcher's project. The research method is Addie Model which analyze, design, develop, implement and evaluate. This paper discusses how the animated story could evoke the feelings of general public to understand about autism. The findings showed that many respondents agreed to the message of the storyline which is reflected the clear message to be given from this study. In conclusion, this paper certainly has potential to be recognized as a way to promote the awareness on the Autism Child.**

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Keywords—Autism, short movie, emotion, PSA, awareness

I. INTRODUCTION

Autism is a developmental disorder that isn't very much known in Malaysian society. Autism is a neurodevelopmental disorder marked by difficulties with social interaction, verbal and nonverbal communication, and limited and repetitive behavior [1]. Our society needs more exposures on autism child. Many parents do not have knowledge of how to manage autism child and these Childs are usually left un attended on education, care and sympathy.

The paper aims for a better understanding in our society and general public to pay an extra effort in education contribution for Autism Child. the paper intends to highlight the natural life of autism kids to educate many others about autism child at home or in school. Simply say, they are a part of our society to be taken care of. Hence, this paper is to start a move in signaling the importance of Autism kids, learn more about what is autism and ultimately to create an awareness of autism life to our society. We begin with a PSA-a short story for the audience to be shown in social media via FB, Instagram, Reels and etc. as an initiation of introducing the Autism child via a storytelling of Public Services Announcement (PSA). The goal of this project is to raise awareness about a child with Autism i.e.: PSA short clips or as a short story which one day could be promoted to such as a short film or movie. The audience should also pay attention to the storyline, because they will recognize that this movie is about autism child and their difficulties and vulnerable to the society they live. That said our society still lack of knowledge and unconcerned about them.

II. RELATED WORK

There are many related works have been studied in order to have a simple storyline to be understood as a way to educate about Autism Child. Thus, a few case studies have been looked into to understand on animation and storytelling, plot of narration, character design and audio and video to the PSA.

A. Animation

According to Maio, animation is a way of photographing sequential drawings, models, or even puppets to create the illusion of motion in a sequence. 2D and 3D animation are two types of animation [2].

B. Animation is crucial

Animation is crucial because it allows us to create tales and transmit emotions and ideas in a unique, easy-to-understand manner that both young children and adults can comprehend. Animation has allowed people all across the globe to communicate in methods that writing and live-action films haven't always been able to [3].

Other than that, Admin cited that animation is a form of art that has a significant impact on both the business world and the lives of the general public [4]. In the field of digital marketing, a lot of animation is used for advertising among target audiences on the internet.

C. *Different 2D and 3D animation*

2D animation is the art of moving into a two-dimensional space. There are characters, monsters, sound effects, and backgrounds. Traditional drawing is used to create 2D animated objects. Developers nowadays create objects using modern methods such as digital drawing.

iNurture states that 3D animation is the method of making three-dimensional moving graphics in a digital environment [5]. Everything will be done in 3D animation using readily available computer software. Modeling, texture, lighting, rigging, rendering, and other stages or steps are all part of the design process.

III.   METHODOLOGY

The developer had chosen the Addie Model as the research methodology to this project. The ADDIE model is a generic, systematic, step-by-step framework that educational designers, developers, and trainers use to ensure that course development and learning are not haphazard and unstructured. This ADDIE model was chosen by the developer because this method is easy to understand and it follows a step process. The ADDIE model includes five phases: analysis, design, development, implementation, and evaluation.
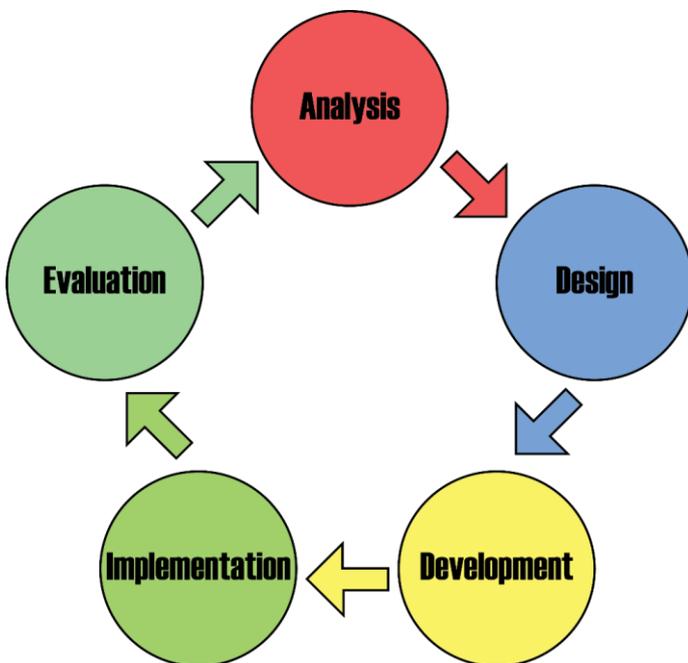

Fig.1. Main Character

A. *Analysis*

The developer for the analysis phase was a researcher who had to figure out what was the problem in making a short movie. There are some issues in developing the short movie, including what is the length of the movie, which language to be used, who voices the characters, and what are the suitable backgrounds. Aside from that, there was a need on analyzing the audience's feedback of the short film.

Audience analysis: Some information is required by the developer and he is needed to decide on it. The developer needs to know about the target people for the movie. The age between 13 to 18 is the target audience.

Technology analysis: Spacey maintains that the process of researching technology's solutions, problems, and threats is known as technology analysis. It's a type of business analysis that involves creating specifications, requirements, and validating technical designs [6]. The developer will create 2D animation for the people, upload the Life of Autism: Short Movie on YouTube.

B. *Design*

The part of the design phase involves in detailing characters and backgrounds. Detailed storyboards and prototypes are frequently used, and this is where the look and feel, visual design, user interface, and content are decided [7]. In this project, the developer chooses a family theme because it is suitable for the audience.

Characters: In the Life of Autism: Short Movie, the designer creates some characters. Making 2D characters will be the focus of this phase. These are the main characters.
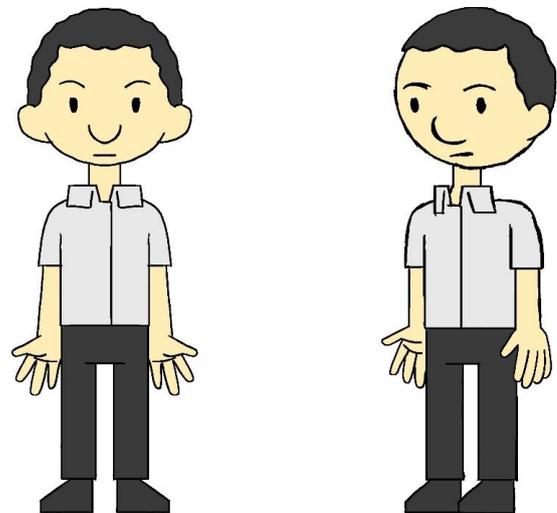

Fig.2. Main Character

C. *Development*

Culatta, claims that developers build and compile the content assets developed during the design phase in between the development phase [8]. The development phase is where the developer starts to draw characters and storyboards using Adobe Photoshop software for planning. After that, the developer makes a 2D animation based on the script, the storyboard, and the characters in Adobe Animate software. In this project, the developer tries to complete the product at least more than 70% of a complete prototype.

D. *Implement*

For the implementation phase, after completing 70% of the prototype, the developer tests the product, and allows the audience for commenting about the development of the product. The audience replies to the developer where is needed to improve.

E. Evaluation

The evaluation phase is used to assess the overall quality and efficacy of the instructional design process, claims Downes [9]. After the improvement, the product was completed as the aim of it intended.

IV. RESULT AND DISCUSSION

The questionnaire was sent to respondents to assist in the debate of the results and the discussion of this project. The questionnaire is divided into three sections: Section A – Demography, Section B – Project Content, and Section C – Criteria. A total of 20 people had responded to the questionnaires. There are ten questions in total. Section A - Demography
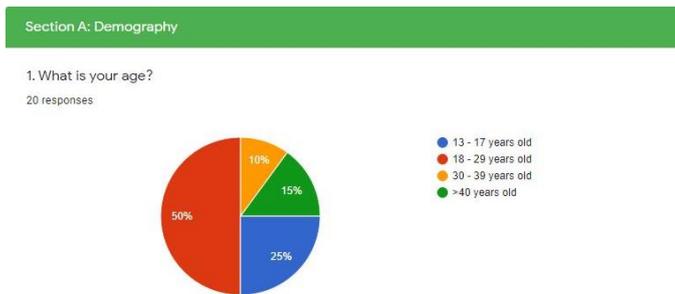

Fig.4.

*F*ig.4. shows that 50% of the respondents are that of age 18 to 29 years old. Meanwhile, 25% of the respondents are those aged 13 to 17 years old. Next, 15% of the respondents are more than 40 years old. Lastly, 10% of the respondents are that age is 30 to 39 years old.
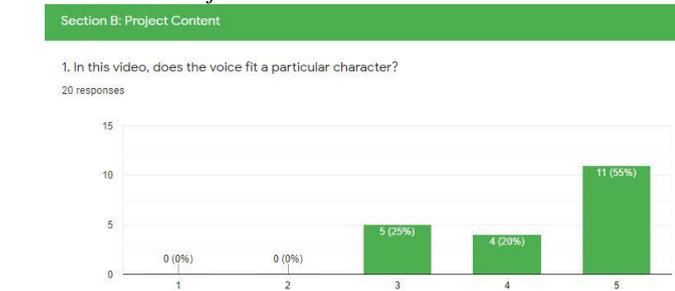
A. Section B - Project Content

Fig.5.

Fig.5. shows that 55% of the respondents strongly agree that the voice fit a particular character. 20% of the respondents agree that the voice fits a particular character. 25% of the respondents are neutral.
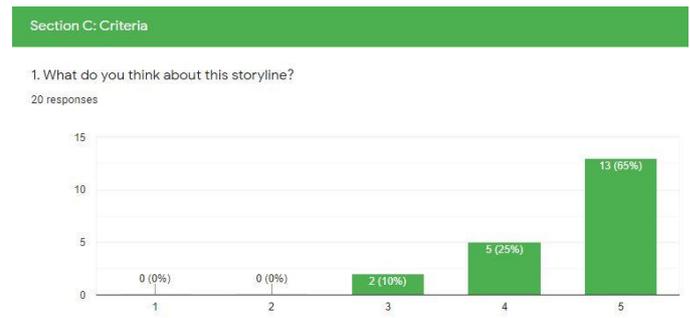
B. Section C – Criteria

Figure 4.3

Figure 4.3 shows that 65% of the respondents think that the storyline is strongly narrates the autism which only 25% of the respondents think that the storyline is in a moderate mode. 10% of the respondents think that storyline is neutral.
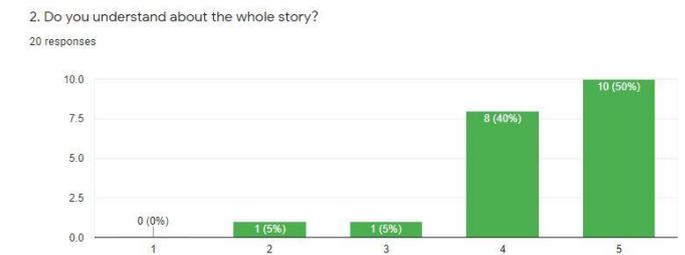

Fig.6.

Fig.6. shows that 8 respondents or 40% agreed that they understood the autism whole story. 10 respondents or 50% strongly agreed that they were really understood about the whole story.
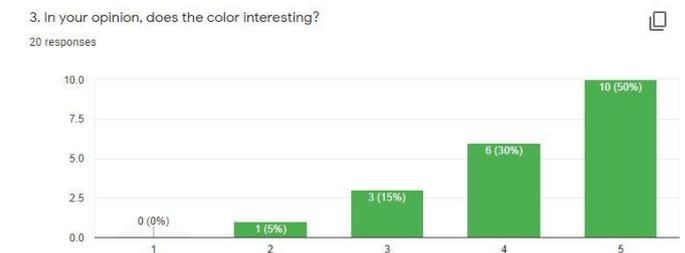

Fig.7.

Fig.7. respondents or 30% put 4 (Agree) they do the color interesting. 10 respondents or 50% put 5 (Strongly Agree) and they do the color most interesting.

In conclusion to the findings, this paper maintains that general public is approachable with the PSA on the autism awareness. Majority of the respondents showed positive results toward this project. The autism life is timely to be exposed and given awareness out loud, parents and kids should be educated

on Autism Childs. Schools and community should be told rapidly via social media, TV programs and films about Autism Childs related life and living, limitations and achievements. The information needed is easily attainable when it is shared to the people in questionnaires. The project will be improved accordingly when a survey is done.

V.   CONCLUSION

This research project is vital to the live and life of autism child, our community and general public awareness on autism child. Thus, the authority can be promoted to open-up more channels for them to be highlighted to the society. Following that, many more PSA, short video clips on autism child can be done to document their activities in schools for educational purposes, experiences by the parents of autism child can be shared, educating general public to love and care on them thus live a better society in our country. We can start by creating awareness in the urban schools and followed by the rural schools as a form of education via online reading and acknowledging the autism child. The purpose of the project is to raise autism awareness and promote more love in our society through a storytelling method.

VI.   REFERENCES

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