Designing and producing special animated dolls for cognitive games to develop children's dressing skills

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Abstract:

The research aims to study the scientific bases for the design of dolls, and benefit from them in the design and production of (8) dolls with moving limbs, and the design and production of (25) designs for the clothes of the produced dolls and their accessories to develop the child's clothing skills, and to measure the degree of acceptance of the dolls produced by specialists, and to measure the degree of consumer acceptance of the dolls Produced with kinds of clothing and accessories for different occasions. To get to know their opinions and the degree of their acceptance of the implemented designs.

The research followed the descriptive analytical approach to study the scientific foundations for the design and production of dolls, the study of the child's clothing skills in early childhood, the applied study of the design and production of dolls with moving limbs with their clothes and accessories to develop the child's clothing skills, and the descriptive survey study to measure the degree of acceptance by specialists of the dolls produced, and to measure the degree of acceptance of the consumers of the dolls Produced with kinds of clothing and accessories for different occasions.

The results of the research came to the first: the design and production of (8) dolls with movable limbs. The preference of the designs came according to the opinions of specialists for the designs of the dolls produced based on the statistical analysis as follows: The first design ranked first with a quality coefficient of 97.42, followed by the third design with a quality coefficient of 97.42, respectively. 96.94, the fifth design with a quality factor of 95.19, the sixth design with a quality factor of 93.66, the seventh design with a quality factor of 92.73, the fourth design with a quality factor of 92.26, the eighth design with a quality factor of 90.87, and finally the second design with a quality factor of 89.82. Second: designing and producing (25) designs for doll clothes with accessories to develop the child's clothing skills. The designs were preferred according to the consumers' opinions for the design ranked first, followed by the twenty-second design, the design. The tenth, the eleventh design, the twelfth design, the fourteenth design, the first design, the twenty-fifth design, the twenty-first design, the eighteenth design, the seventh design, the twenty-first design, the sixth design, the fourth design, the first design, the twenty-first design, the sixth design, the twenty-fifth design, the twenty-first design, the sixth design, the twenty-fifth design, the first design, the fourth design, the first design, the twenty-first design, the seventh design, the twenty-first design, the sixth design, the first design, the first design, the first design, the first design.

The research concluded with a set of recommendations, the most important of which are: the necessity of preserving the art of making dolls, to limit the import of dolls from abroad and making them locally with local specifications, materials and supplies suitable for the child, holding training courses targeting all segments of society (mothers - teachers - children) for the art of making dolls, and holding exhibitions Art to spread the culture of making dolls, and ways to employ them in the educational process through the art of making dolls, setting up small projects for making dolls, opening a field for new projects and employing manpower to contribute to finding job opportunities

Keywords:

Dolls -Animated Dolls -Skills -Dressing skills

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Citation: Om Mohamed Mohamed& Mai Al-Eashed (2023), Designing and Producing Special Animated Dolls for Cognitive Games to Develop Children's Dressing Skills, International Design Journal, Vol. 13 No. 2, (March 2023) pp 345-362

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Paper History:

Paper received 29th December 2022, Accepted 11th February 2023, Published 1st of March 2023