

Benefiting from Android applications in design of printing the Upholstery fabrics for Girls in adolescence.

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Summary

There are many advanced technologies available in our time, including tablets and smart phones, which allow the individual to read or view information at anytime and anywhere, and after the Internet has become an integral part of daily life and an indispensable means of communication, beside it is not limited to the individual receiving information only, but can send and exchange information that he wants with others, whatever their location, to discuss and take a look at it, and therefore can be modified before the publication of this information, became users of the panels and smart phones a source of information and not just the future. These programs have been widely circulated among adolescents of the age group of 12-19 years. Hence, the idea of research was to try to create the environment surrounding adolescent girls in these age groups through Benefiting from the programs and applications of Android in the design of printing upholstery fabrics especially for girls, where the statistical results resulted in the tendency and interest of girls more than boys in that age in pictures and graphic processors using many programs. Photo editor, snap chat ... Others.

Keywords: Android applications, Smart tablet, Upholstery fabrics, Adolescence stage

Statement of the problem:

The problem of research comes in an attempt to answer the following questions:

How to take advantage of Android applications in designing furniture printing for girls in adolescence?

How to create elements and design words of natural elements and images and to deal with the graphic design of furniture fabrics using smart phone applications?

Objectives: The research aims to:

- Access to innovative design solutions suitable for printing furniture fabrics for girls' rooms in adolescence through the use of Android applications and smart devices.
- Develop the social responsiveness of adolescents and identify their design and color preferences through the design of printing furnishing fabrics that correspond to their psychological needs.
- Introducing new teaching entries that contribute to stimulating creative thinking through the creation of new designs and solutions using technical applications on smart tablets.

Significance:

- Strengthening the design of textile printing with innovative new designs that can be used to print room furniture for adolescents, which is suitable for the nature of the age range they are going through and the latest technological developments.
- Discover a way to develop and expand the students' intellectual and creative perceptions through experimenting with the applications of smart panels, thus contributing to saving time, effort and time loss in the educational process.

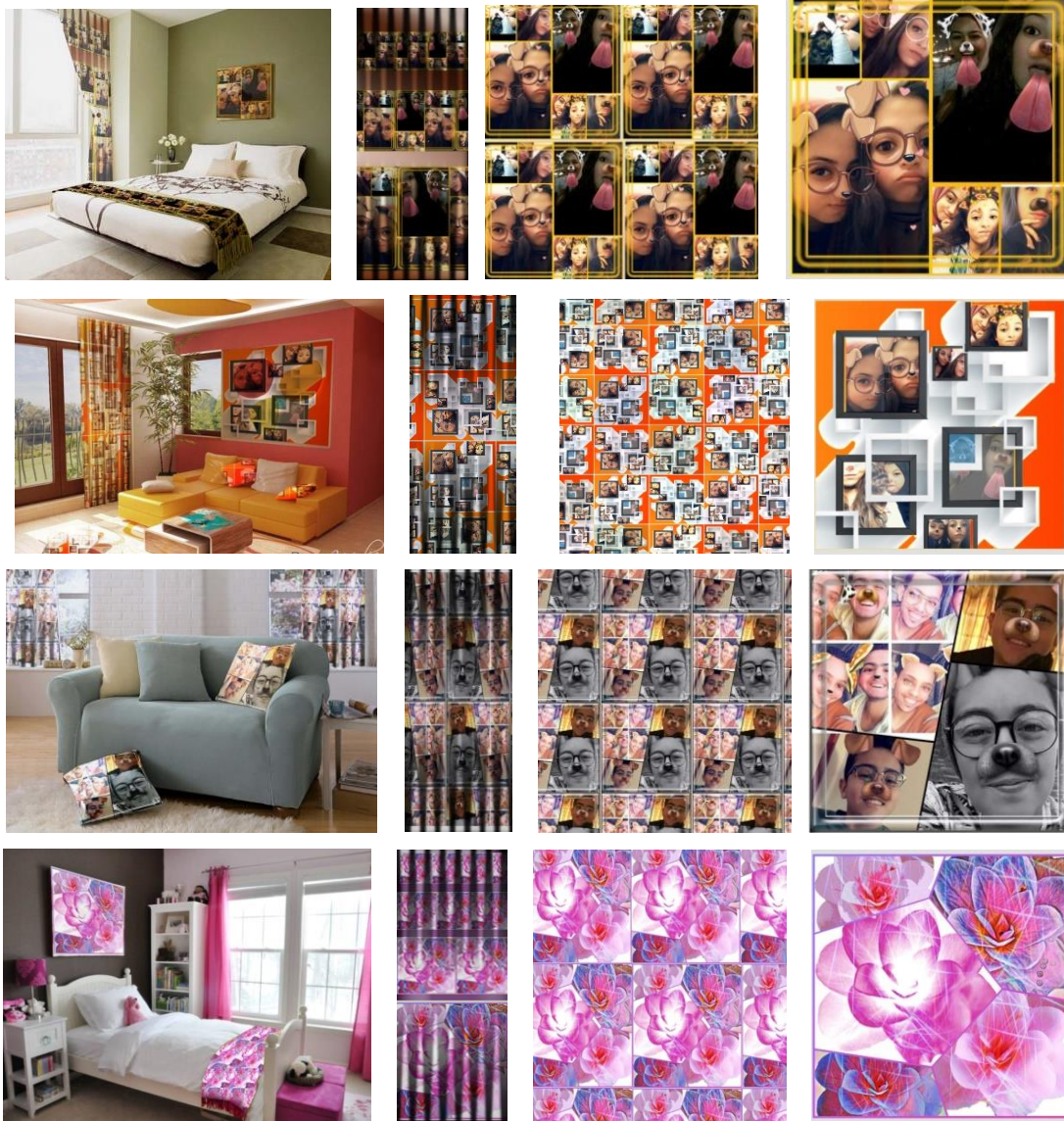
Hypothesis:

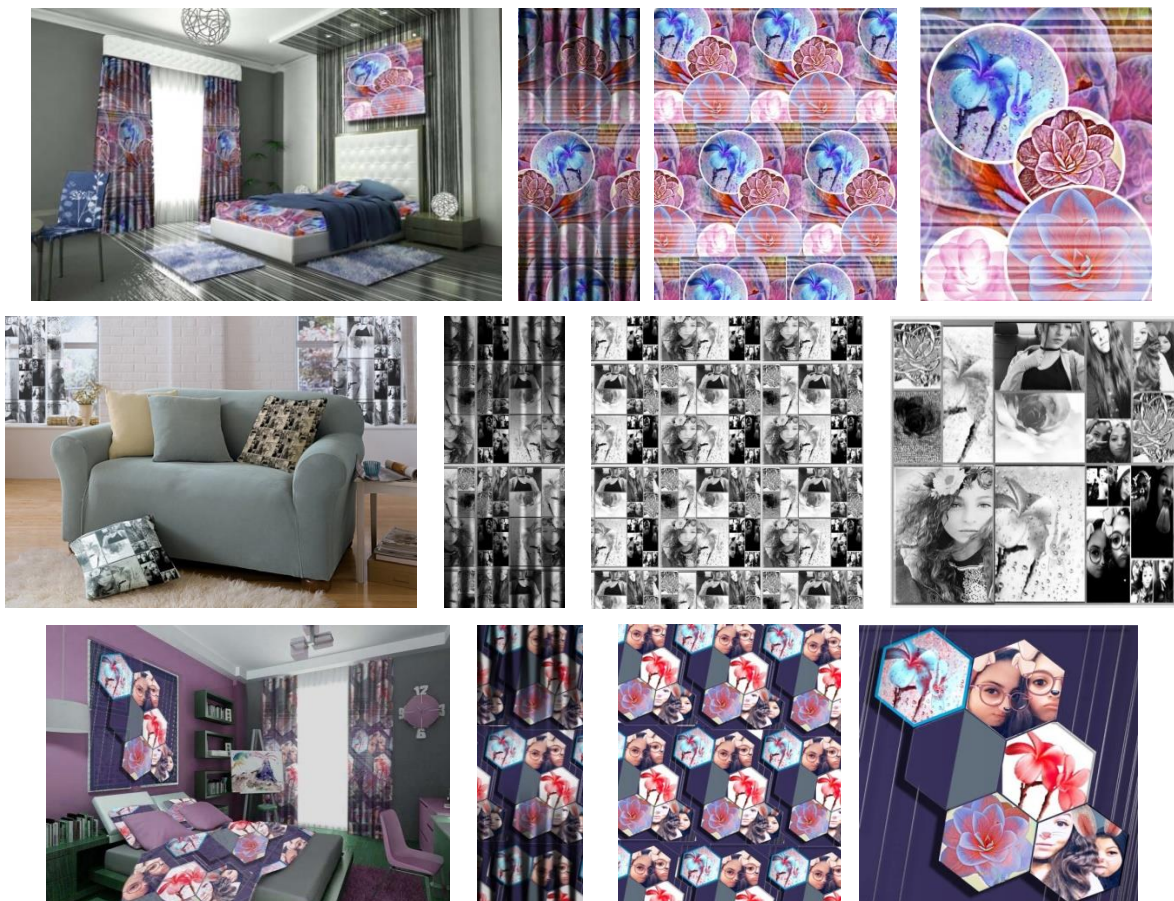
- The research assumes that the applications of Android can be used to reach new creative formulas in the design of printing the furnishing fabrics for girls in adolescence.
- The research assumes that there are statistically significant differences between the proposed designs and their suitability for the age group studied.

Methodology: Research follows the descriptive analytical approach and experimental method

suggested patterns:

curtain design Furnishing Design Hanging Design Suggested usage.





Results:

There are statistically significant differences between the seven designs implemented in the sense of modernity and attracting attention according to the views of adolescents and adolescents. To investigate this hypothesis, the variance analysis of the mean scores of the seven design scores implemented according to the views of adolescents and adolescents was calculated and Table (1) illustrates this.

	Sum of squares	df	Mean square	f	sig
Between groups	4166,875	21	347,240	53,668	0,01
Within groups	672,892	104	6,470		
Total	4839,989	116	347,240		

Table (1)

The average scores variance analysis of the seven designs implemented in the realization of modernity and attracting attention according to the views of adolescents and adolescents.

Table (1) shows that the value of (P) was 53,668, which is a statistically significant value at the level of (0.01), indicating that there are differences between the seven designs implemented in the sense of modernity and attracting attention according to the views of the adolescents.

The results of the research can be summarized as follows:

- There are statistically significant differences between the seven designs, where there is a significant statistical significance for each of the designations (1, 2, 4, 5, 6, and 7). And attract attention to adolescent girls while this did not exist in the design (3) indicating that it is not favored by adolescent boys.
- The importance of utilizing the applications of Android in the design of printing furnishing fabrics for girls in adolescence.

Recommendations: The research recommends:

- The need to increase interest in scientific research, which contributes to shed light on the age group of the stage of education to study their requirements and technical needs to enrich the design of textile printing in order to understand the nature of the stage.
- Attach some Android applications as an essential part of the design design, providing greater opportunities for design, education and training students to learn at anytime and anywhere.
- The provision of smart tablet devices in addition to the electronic board in the lecture halls, which provides greater opportunities for presentation and criticism and discussion between students and lecturer.
- Follow up more new releases of specialized technical applications and identify their potential to benefit from in the areas of design in general and the design of the printing of special furnishing fabrics.

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