

**Educational Game Prototype: History of Japanese Occupation in
Malaysia**

A project submitted to Dean of Research and Postgraduate Studies Office in partial
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ABSTRAK

Permainan komputer di kalangan remaja kini telah menjadi budaya yang tidak dapat dipisahkan. Melalui penggunaan rangkaian jalur lebar dan budaya penggunaan teknologi maklumat di kalangan masyarakat Malaysia, mahasiswa dan generasi muda masa kini telah terlibat dengan permainan komputer sejak usia muda. Sebelum ini, permainan komputer hanya dianggap sebagai media hiburan untuk pelajar dan remaja tanpa memberikan ganjaran kepada mereka. Namun kebelakangan ini, pelbagai usaha telah dilakukan untuk menghidupkan permainan komputer yang diserap ke dalam kelas supaya pembelajaran lebih menarik dan boleh diikuti oleh pelajar. Oleh yang demikian, projek ini dicadangkan bagi membina satu prototaip permainan komputer yang memenuhi kehendak pelajar. Satu permainan komputer pembelajaran akan dibangunkan dengan mengintergrasi keseronokan dan pembelajaran bagi subjek sejarah tingkatan 3. Keperluan permainan komputer dan teori bagaimana hendak mengintergrasi permainan di dalam pembelajaran akan dikenalpasti. Kemudian prototaip tersebut akan diuji menggunakan ujian *black box* untuk mengenal pasti fungsinya. Dari aspek pembangunan, Model MUDPY oleh Sharda akan digunakan sebagai metodologi utama projek ini. Kesimpulanya pelajar bukan sahaja dapat bermain permainan komputer malahan dapat belajar sejarah Malaysia pada masa yang sama.

ABSTRACT

Computer games among teenagers have now become a culture that cannot be separated. Through the use of broadband and civilizing of IT usage among the Malaysian community, students and young people has now been exposed to computer games since a young age. Before this, computer game is perceived as only a medium for students and teenagers to seek pleasure without giving any benefit to them. But lately, various attempts have been arranged to enable a computer game to be incorporated into the class learning to make learning more interesting and accessible to students. For that regard, this project is proposed and to develop a computer games prototype that meets these requirements. A prototype in the form of educational games will be developed to integrate fun and learning, and it is for the history subject for form 3. To achieve these goals, the need for educational games and the theories how to integrate games into learning will be identified. Later on the prototype will be tested using the black box testing to ensure the functionality. Overall for the development, MUDPY model by Sharda will be employed as the main methodology for this project. At the end, these students will not only have computer games that provide pleasure alone, but they can also learn the history of Malaysia at the same time.

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CHAPTER 1

INTRODUCTION

1.1 Background

Malaysian Government through the National Key Economic Areas (NKEA) has stated that the education sector will play an important role as a major education centre of a choice and a pivotal hub in the global education network (National Key Economics Area, 2010). Government also wants to improve the educational outcome in Malaysia by building the competitive workforce. In order to achieve that, government is now focusing in developing high performing schools programme and trying to lifts the performance of all schools in the system. To become k-economy based country, Malaysia through strategic ICT Roadmap was mooted by the National Information Technology Council and re-iterated in the 9th Malaysia Plan (MOSTI, 2007). ICT as an enabler was first mentioned on 6th Malaysia Plan (MP) mainly in the manufacturing sector. In the 7th MP, government has started to include e-learning as a key in their agenda. While in the 8th MP, smart school had been introduced to produce national k-workers to meet the demand in the vision 2020. In the 9th MP,

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