

**ADAPTING HUME'S MORAL THEORY INTO AN EDUCATIONAL GAME
AS A TOOL FOR JPJ MALAYSIA STATIC TEST**

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**ADAPTING HUME'S MORAL THEORY INTO AN EDUCATIONAL GAME
AS A TOOL FOR JPJ MALAYSIA STATIC TEST**

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ABSTRAK

Fokus projek ini adalah untuk membangunkan dan menambahbaikkan prototaip permainan pendidikan Ujian Statik JPJ Malaysia. Prototaip permainan pendidikan Ujian Statik JPJ Malaysia dibangunkan dengan menggunakan teknologi permainan untuk membuatnya lebih mudah dan menarik. Dengan adanya daya tarikan tersebut, mereka boleh belajar sesuatu, menghafal dan menggunakannya dalam kehidupan nyata. Ujian Statik sebelum ini lebih menumpukan kepada penghafalan jawapan tanpa pengguna mengetahui dan memahami maksud sebenar ujian. Oleh sebab itu, mereka tidak dapat mengadaptasinya ke dalam kehidupan yang sebenar akibat kurangnya nilai moral dan kelakuan yang tidak baik. Prototaip ini akan dibangunkan dengan kaedah menjawab soalan digabungkan dengan ruang permainan tiga dimensi . Tujuan prototaip ini dihasilkan adalah untuk menambahbaik ujian yang sedia ada.. Pada akhir projek ini, kesimpulan di dalam kategori kekangan projek dan penghasilan untuk masa depan akan dibincangkan.

ABSTRACT

The focus of this project is to design and develop a JPJ Malaysia Static Test educational game prototype. The development of JPJ Malaysia Static Test educational game prototype brings a gaming technology in static test to make more fun and interesting. From the feeling of fun, they can learn something, memorized and use it in the real life. A current static test only make the user memorized the answer without know and understand the true purposes of the question. Therefore, in real life, they will not behave as expected due to behaviour and moral lacking. The prototype will be developing using multiple choice questions integrated with 3D gaming environment to make it like real environment. The purpose of this prototype is to enhance current static test. At the end of this research, a conclusion on limitations and future work will be discussed.

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LIST OF ABBREVIATION

Acronym	Meaning
FPP	First Person Perspective
GML	Game Maker Language
HMT	Hume's Moral Theory
JPJ	Jabatan Perkhidmatan Jalan
MDLC	Multimedia Development Life Cycle
SBT	Scenario Based Testing
UCD	User-Centered Design
2D	Two Dimensional
3D	Three Dimensional

CHAPTER 1

INTRODUCTION

1.1 BACKGROUND

Game technology was spread around the world nowadays. Computer games have become one of the fastest growing and most economically successful kinds of software. The worldwide market for computer games and interactive entertainment hardware and software is expected to grow from £11.7 billion in 2002 to £17 billion in 2007. In the US alone, retail sales of video game hardware, software and accessories grew 10% per year in the last few years (RocResearch, 2004). Gaming person who have working in this industry, was faced with challenges and exciting to create the game product with their technical skills and creativity. How we elaborate the meaning of the game actually based on what kind of game that we want to produce.

A game is a system in which players engage in an artificial conflict, defined by rules, that results in a quantifiable outcome (Salen, Katie & Zimmerman, 2003). Juul (2005) said that a game is a rule-based system with variable and quantifiable outcome, where different outcomes are assigned different values, the player exerts effort in order to influence the outcome, the player feels emotionally attached to the outcome, and the consequences of the activity are negotiable.

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