

GAME BASED LEARNING: “MALAY CUISINE GAME”

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JUDUL: GAME BASED LEARNING: "MALAY CUISINE GAME"

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GAME BASED LEARNING: “MALAY CUISINE GAME”

NURUL ATIKAH BINTI MOHD FUAD


**This report is submitted in partial fulfilment of the requirements for the
Bachelor of Computer Science (Media Interactive)**


**FACULTY OF INFORMATION AND COMMUNICATION TECHNOLOGY
UNIVERSITI TEKNIKAL MALAYSIA MELAKA
2011**

DECLARATION

I hereby declare that this project report entitled
GAME BASED LEARNING: "MALAY CUISINE GAME"

is written by me and is my own effort and that no part has been plagiarized
without citations.

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DEDICATION

To my beloved family.....

Mohd Fuad bin Yaakob and Misah binti Yaacob

Your strength, compassion and love
are the greatest inspiration for me every day in my life

To PSM Supervisor

Puan Norazlin binti Mohammed

Your advice, ideas, and criticisms that you give to me provide gave me the
strength to complete this project.

You are my inspiration.

Last but not least, to all my friends'

Thank you for everything....

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In addition, I also want express sincere gratitude to my family, especially my parents who gave me support and encouragement to only just for completing this project, but since my first year in University of Technical Malaysia Melaka.

I also would like to praise thankful to my fellow friends, who patiently be with me and giving many critics and suggestions on how to improve my product and write the reports. Finally, I am blessed to my family for the full support, especially my mum and dad, who is always behind me without any condition. Frankly speaking, I really had a great time doing this PSM and share my experience even though it is stress me a lot. This is a great opportunities to gather experience by working alone.

ABSTRACT

Malay Cuisine Game is a game based learning that was developed through learning for children aged 6 years old and above. Recently, there are a lot of computer games available in the internet. But there is no traditional Malay cooking. Most of the games that available in the internet are mostly being adapted through to Western and Italian style cooking for example, “burger rush”, “tomato and garlic pasta” and so on. There is no Malay cuisine available yet in the internet. This is good opportunities to expand the knowledge of traditional Malay cuisine to the worldwide by playing games. The game was developed based on traditional Malay cooking to give exposure to the children with traditional dishes. This game not only to educate children Malay cuisine but it is also to expose this cuisine to the global world. This game will help children to learn about cooking and ingredients used to cook traditional dishes. This can attract children to learn traditional cuisine with more depth. By using graphics, animation and sound effects, interest in children are more likely than from reading a recipe book available in book stores. The target users for this project are children who are within 6 years of age. This project will be module and stored in a compact disc. Hopefully with the creation of this game, it will help a little child to learn to cook without any injuries.

ABSTRAK

Malay Cuisine Game ialah sejenis permainan melalui pembelajaran yang dibangunkan untuk kanak-kanak berumur 6 tahun dan ke atas. Baru-baru ini, terdapat banyak permainan komputer di internet. Tetapi tidak ada permainan masakan tradisional Melayu. Kebanyakan yang terdapat di internet kebanyakannya adalah masakan gaya Barat dan Itali sebagai contoh, "burger rush", "pasta tomato dan bawang putih" dan sebagainya. Akan tetapi, permainan masakan melayu jarang lagi ditemu di internet kini. Ini adalah peluang yang baik untuk mengembangkan pengetahuan dalam masakan tradisional Melayu ke seluruh dunia dengan melalui permainan. Permainan ini dibangunkan berdasarkan masakan tradisional orang melayu untuk diberi pendedahan kepada kanak-kanak dengan lebih meluas tentang masakan tradisional. Permainan ini bukan sahaja untuk memberikan pengetahuan tentang budaya masakan makanan melayu bahkan ia juga untuk mengembangkan budaya masakan ke pasaran global. Permainan ini akan membantu kanak-kanak untuk belajar tentang masakan dan juga bahan-bahan yang digunakan untuk memasak masakan tradisional. Ini dapat menarik minat kanak-kanak untuk belajar masakan tradisional dengan lebih mendalam. Dengan menggunakan grafik, animasi, suara dan efek bunyian, minat kanak – kanak akan lebih cenderung berbanding dari membaca buku resipi yang terdapat di kedai buku. Sasaran pengguna bagi projek ini ialah kanak-kanak yang berumur dalam lingkungan 6 tahun keatas. Projek ini akan dimodulkan dan disimpan dalam bentuk cakera padat. Diharapkan dengan wujudnya permainan ini, ia akan membantu serba sedikit kanak-kanak untuk belajar memasak tanpa perlu membahayakan diri sendiri jika tiada perhatian dari orang dewasa.

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LIST OF ABBREVIATION

PSM	Projek Sarjana Muda
UTeM	Universiti Teknikal Malaysia Melaka
PC	Personal Computer
2D	Two Dimensional
CS4	Creative Suite 4
TV	Television
ADDIE	Analysis, Design, Development, Implementation, Evaluation
ISD	Instructional System Design
UI	User Interface
DVD-R	Digital Versatile Disc – Recordable

LIST OF APPENDIX

APPENDIX	TITLE
A	Project Proposal Form
B	Game Based Learning
C	Gantt Chart
D	Questionnaire

CHAPTER I

INTRODUCTION

1.1 Project Background

These days, there are a bunch of the computer games based on learning which available on the market and the internet whether its free or we have to purchase it. Game based learning can motivate children to learn better. It is because game contains fantasy element which engages children in learning activity. Therefore, games become children's favorite activities to make good use of their leisure time. This game not only to fulfill their leisure time, but it is integration of learning to make it more fun.

The project will be developed is 'Games Based Learning: Malay Cuisine Food'. It is a flash game application for children to practice how to cook traditional cuisine Malay food. There are bunch online computer games about the cooking games such as "burger rush", "pizza match", "tomato and garlic pasta" and so on. But most of the cooking style that available is for western food and Italian. There is no Malay traditional game available yet in the internet so far. Therefore, this computer game is used to educate the children how to cook traditional Malay food while expanding the Malay cuisine while playing this game. This game also develops to know how child brain works think while playing this game.

"Malay Cuisine Food" contains two different levels which are level one and level two. Level one is different from the level two. In this level, player needs to

prepare the ingredients of the food. Player have to pass the level one before proceed to the level two. In this level, players have to pass the score in other to go to next level. In the level two, player will be constructing on how to make the dish step by step. From this level, player will give the mark based on speed of making the dish and also know some of the basic Malay cuisine indirectly, so that they can learn it in real life. The score will be counted for each level.

1.2 Problem Statements

Recently, there are a lot of computer games available in the internet. But there is no traditional Malay cooking. Most of the games that available in the internet are mostly being adapted through to Western and Italian style cooking for example, “burger rush”, “tomato and garlic pasta” and so on. There is no Malay cuisine available yet in the internet. This is good opportunities to expand the knowledge of traditional Malay cuisine to the worldwide by playing games.

Besides that, most of the recipe for the traditional Malay dishes can be seen at the bookstore. But then, the book is very complicated and full of text. The content also not clears enough to be read or understand by children. Children may feel uninteresting to learn the food through the book because the book is full of static image and text will make the children no interested on cooking. The animated image and sound will improve the attention of the student to play the cooking game.

In addition, there is also Television Cooking Program providing in Malaysia but it still have their limit. The preparation of the ingredient is fast to confuse the children. In other country, there is a cooking program that show talent from children who can cook. The program name’s “Star junior Chef”. This show is very interesting because they use children thinking to attract children interest.

Therefore this project will be development not to compare with other PC games professional developed animation. It is develop to be able to trigger a child’s brain creativity and to enlarge their maturity in thinking.

1.3 Objective

In developing this 2D Game based learning there are some objectives that would like to be achieved. It is hopefully that list of objectives for this project will help to achieve the goals of this project. The objective of this project as stated below:

- **To develop a cooking game for children**
 - The main objective of this project is to produce a game application that can stimulate child's creativity on cooking.
- **To educate children how to cook the simple Malay food**
 - By playing this game, children will acknowledge what are the ingredients that use in Malay food.
- **To apply multimedia and interactive elements**
 - Such as audio, sound and graphic to the project. Such as animation, video and audio interaction which it can make an attraction to viewers interest which is children.

1.4 Scope

This flash game is developed for children six years old and above. As kids at the age of 6 years old and above is very active and curios of every single thing at their surroundings. This is game based learning which children can learn the Malay food through this game. Besides that, this product is focusing on parents having kids. Parents can use the game to teach their children about cooking and at the same time to train the children to become more creative.

This game has three levels to accomplish the task. For the first level- Prepare Ingridient, player will be show the ingradient to make the dishes; in this case it is ingradient for making "*Nasi Lemak*". Player can click the suitable ingradient in making the dishes. Then for the second level-Cooking is, the player will start the cooking session. Each step will be taught accordingly. Last but not least, the third

level is the presentation of the dishes. The player will be given the step which one should be put first in the plate. For example the rice will be on the centre, and the *sambal* will be on the side same with the egg, and cucumber.

The score of each level will be counted. Player has to play this game level by level which is start from level one to level two. In the level one, player's score have to achieve a target before proceed to level two by preparing the ingredient of the food before proceed to the next level. If the score didn't pass the minimum marks, player can't go to the next level

This flash game is standalone personal computer game which it can only have one player. It will use the Windows platform to run this game.

1.5 Project Significance

The game based learning will be formed indicate especially to the young target users who are the 6 years old and above children. For the parents, this project will benefit them on learning the new concept of cooking through game. This Malay Cooking flash game may bring some benefits to the children and parents. For the children, they can understand the ingredient that being using in the malay food also the thing that abstinence while cooking the food. It also can be another platform for the children to practice how to cook before going to the kitchen. Because in the reality there is lot of thing could dangerous to the child for example knife and scissor.

Besides that, they also can receive the information about the food. This game can become as a good activity for them to make good use of their leisure time. Most of the parents are busy with their work. Therefore, parent can use this game as their informal education in home. It also will be safe for the child to learn this thing through game instead of practicing in the kitchen. It could be more dangerous while parents not at home. This will be more effective method of teaching.

1.6 Conclusion

This chapter is holding the idea of the whole game based learning through cooking game to observe how children observe surrounding and thought. This game is developing for children 6 years old and above. This game is developing using windows program and Adobe Flash CS4 platform as software to develop the game.

The next chapter is on the topic of literature review and project methodology. It will be clearing up about the project domain, existing system, technique being use, project methodology and project requirement. It will also include project schedule and milestone.