MOBILE GAME TO TEACH CHILDREN PROBLEM SOLVING AND PROGRAMMING LOGIC USING GAME-BASED LEARNING

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STUDENT'S DECLARATION

I certify that this report and the project to which it refers is the product of my own work and that any idea or quotation from the work of other people, published or otherwise are fully acknowledged in accordance with the standard referring practices of the discipline.

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ABSTRACT

The important aspect of computer science is computational processes and critical thinking which is essential in our daily life. The purpose of this project is to motivate and attract the attention of children 7 years old and above based on problem solving and logical thinking. Through Game-based learning (GBL) is an activity of game that involves problem solving and challenges which provide learners or players a sense of achievement since it is the way that can attract children by playing a game. This mobile game will use Android as a platform. There are a few techniques or theory had been used to design the mobile game in order to increases children focus in learning programming such as Logical Principles, Computational Thinking Strategy, Game Elements and guidelines of design development. ADDIE model was chosen as a framework in methodology because it based on pedagogical principles of instructional development. The conclusion from finding the usability testing shows that participant can accept the game learning that was implied and satisfaction to the mobile game. In the future, more features such as add English Language option, and develop in computer-based which can be added to make it more attractive and more interesting.

Keywords: problem-solving, computational thinking, Game-Based Learning, Children, mobile game, game elements
TABLE OF CONTENTS

CONTENTS                      PAGE

SUPERVISOR’S APPROVAL         i
STUDENT'S DECLARATION         ii
ACKNOWLEDGEMENT               iii
ABSTRACT                      v
TABLE OF CONTENTS             vi
LIST OF FIGURES               xi
LIST OF TABLES                xiv
LIST OF ABBREVIATIONS         xv

CHAPTER ONE: INTRODUCTION     1

1.1 Background of Study       1
1.2 Problem Statement         2
1.3 Research Objective        3
1.4 Research Scope            3
1.5 Research Significance     4
1.6 Expected Outcome          4

CHAPTER TWO: LITERATURE REVIEW 5

2.1 Introduction              5
2.2 Programming in Education 5
   2.2.1 Challenges in Learning Programming 6
2.3 Primary School Students   7
   2.3.1 Cognitive Stages of Primary School Students 7
       A. Sensorimotor 8
       B. Preoperational 8
C. Concrete Operational 9
D. Formal Operational 9

2.4 Logical Principles of Concrete Operational Stage 10
2.4.1 Conservation 10
2.4.2 Decentering 11
2.4.3 Reversibility 11
2.4.4 Classification 12
2.4.5 Seriation 12
2.4.6 Spatial Reasoning 13

2.5 Foundations in Learning Programming 15
2.5.1 Computational Thinking 15
2.5.2 Problem Solving 15

2.6 Computational Thinking Strategies 17
2.6.1 Decomposition 17
2.6.2 Pattern Recognition 17
2.6.3 Abstraction 17
2.6.4 Algorithm Designs 18

2.7 Methods in Teaching Programming 18
2.7.1 Lecture 18
2.7.2 Laboratory 19
2.7.3 Tutorials 20
2.7.4 Games 21

2.8 Game-Based Learning 23
2.8.1 Mobile Game-Based Learning 24

2.9 Game Elements 26
2.9.1 Player Characters 26
2.9.2 Storyline and Setting 26
2.9.3 Game Rules 26
2.9.4 Game Challenges 27
2.9.5 Game Mechanic and Movement 27
2.9.6 Game Resource 27
2.9.7 Game Help and Support 27

2.10 Game Genres 29