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Hajj Board Game

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ABSTRACT

The learning process becomes more challenging day after day. As for the children, early-stage learning can be a hustle with lots of words to be read and understood. When it comes to learning about Ibadah in Islam, especially about Hajj can be very difficult for the children and the students as there are a lot of processes and steps to be understood and remembered. Apart from that, learning the Hajj can be quite boring with the old-school methods of learning as we are dealing with the children and the students who would pay attention to something for only a short time. Hence, we came up with a great solution with the creation of this Hajj Board Game. The objectives of this game are to attract children and students to learn about Hajj, also making it simpler for teachers to explain the topic to students and provide youngsters another way to fill in their free time with something beneficial like playing our board game. The process of making this project started with some library research on how the youngsters' learning can be super effective. The rough model was sketched, then we printed out the sketch and started to build our board game model. Our Hajj board game is very affordable. It can be bought not only by the students but also teachers and parents as a teaching tool. Therefore, the Hajj Board Game can be a gamechanger on how the Ibadah could be taught as it is not only fun to play but also informative.

Keywords: Hajj; board game; education; students; parents

INTRODUCTION

Hajj from syarak perspective means visiting *Baitullah Al-Haram* at certain times (in the month of *Zulhijjah*) by performing all of the obligatory Hajj. Hajj becomes compulsory to all *mukallaf* who are capable of once per life. There is one of advantages that told in a hadith:

From Abu Hurairah RA, Indeed, the Messenger of Allah SAW said: "Between one Umrah and another Umrah wipes out the sins between the two, and a successful Hajj has no reward except heaven." (Bukhari) [1,2]

Problem Statement

Even though hajj is compulsory to Muslims that are in good health and have enough money, this does not become the exemption for others to know and learn about Hajj. This should be exposed to the Muslims community since childhood. [3,4]

There are few problems that our Muslims community faced regarding Hajj. First and foremost, Hajj has a lot of information that all the Muslims need to understand. The Ministry of Education has provided us with a syllabus about Hajj but it is very difficult to memorize

and understand without practical or simulation. Hence, most of the students will just memorize the topic blindly without even understanding it. [

Secondly, we are concerned about how education is delivered. Each level of age has its own way of learning, and we are focusing on the knowledge development towards students and children. Children normally love to play. Therefore, we need to find a way to combine elements of education and game to make sure the learning process is more interesting and fun.

Lastly, parents nowadays are too busy and do not have much time to spend with their kids. Therefore, it is concerning that the parents might be unable to teach them about Al-Quran and Ibadah due to the lack of time. Therefore, we are very dedicated to make sure that younger generations must be exposed to the Al-Quran and ibadah earlier in life. [5,6]

Objective

- To help teachers make the learning of Hajj topics more interesting.
- To make sure that the students and children can enjoy playing board game while learning.
- To help the students to memorize the verses of the Quran.

Motive of production

- To make the learning process more fun.
- To attract youngsters to understand how to do Hajj correctly by doing the practical in the board game.

INNOVATION DEVELOPMENT

There are five pillars of Islam and one of them is Hajj. One of the importance of Hajj is that our sins can be purified and can be forgiven by Allah if it is done with a sincere heart. With Hajj, Muslims can strengthen their Iman and Taqwa to Allah. Hajj will need to be done in Mecca at a specific time. There are a lot of things that Muslims need to do while performing their Hajj. Therefore, Hajj Board Game is an innovation created by combining multi-player board game and a small-scale simulation of Hajj. This product contains elements same as the traditional board game with a few additions of modern features. This is to make sure that the product is relevant to be played throughout the generation.

Product's Inventive Features

This product is a hybrid board game; a combination of multi-player board game and simulation which are played simultaneously. The board game will determine the movement of the player on the simulation site. It is featured with a few conventional board game features and some latest features. For instance, the use of dice is still the signature element for the board game.

Our board game contains a few surprise elements on the board which are Surprise Box, Hafazan Box and Pop Quiz Box. This box has its own consequences if stepped on. There is also the punishment box where players will need to pay something as a punishment. Since the product is a hybrid board game, when a player steps on certain boxes in the board game, they can move their piece at the simulation site. The rules and instructions

on how to play and how to win this game will be shown after this.

As for the modern features, task cards like Hafazan Cards will have a QR-Code on each of them which will direct the player to an online Al-Quran website equipped with audio and translations of the verse. Other than that, we have prepared a QR-Code for the Judge that will bring the Judge to a spreadsheet which is made specifically for recording the player's progress. Every QR-Code can be accessed with any device anywhere and anytime.

The Product's Design

Hajj Board Game is made from a good quality mounting board meanwhile the simulation site was made by mounting board and clays. Mounting board, also known as a foam core or backing board, is a sturdy, rigid board made of thin foam sandwiched between layers of paper. It offers a flat surface for mounting art and supports the artwork within the frame. Hence the product will not break easily.

The design of the board was our own, which made our product an original product. The design was drawn in an illustrating application called Flip-a-Clip. After being drawn, the model was made with the use of coloured papers and the mounting board.

How to Play

1. Players must draw the dice.
2. Person who gets the highest dice pips will start first followed by the rest with the lowest pips as the last person to start.
3. The player will be provided with 5 goat cards.
4. Start the game.
5. Player 1 draws the dice and moves accordingly.
6. A player can start the Hajj Step once they land on the correct box according to the sequence of Hajj.
7. If a player lands on a white box with a big question mark '?', the player needs to take the Surprise card and do whatever the card says.
8. If a player lands on a green box with opened book in the middle, the player needs to pick a Hafazan Card and recite the verse and any surah requested.
9. If a player lands on a Pop Quiz Box, the player needs to pick a Pop Quiz Card and answer the question in the card.
10. If a player land on interdiction of Ihram boxes, the player has to pay 1 goat.
11. The player will not be allowed to move for a round if they land on "Hammer of Justice" Box.
12. The first player to complete the Hajj sequences will be awarded as the winner.

Rules

1. The maximum number of players that can play is 5 people. 4 persons can play while another one will be the judge.
2. If a player lands on any Quest Boxes, the Judge will be the one who picks and reads the card accordingly.
3. If the player fails to answer or do the task, the player cannot move for a while.
4. If a player does not remember the surah and the verses requested, there will be QR Code at the back of the card.

5. If a player land on interdiction of Ihram boxes, players need to pay Dam to the judge, with 1 Goat Card.
6. If a player is out of Goat Card, the player will be eliminated.
7. The Judge will tick the checklist for every player who does Hajj Sequence correctly.
8. The Judge will announce the winner once there are players who complete the Hajj Sequences.

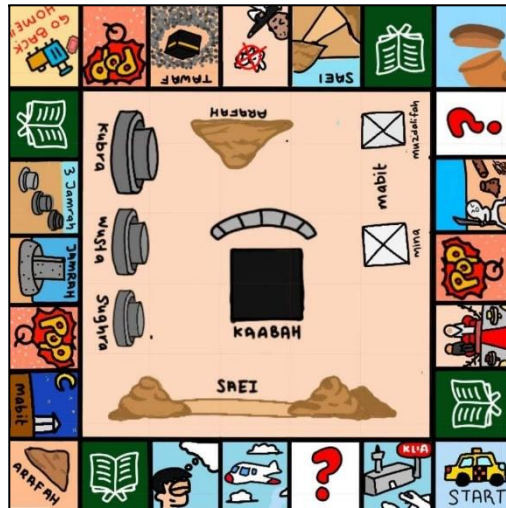


Figure 1: The early drawings of the board game

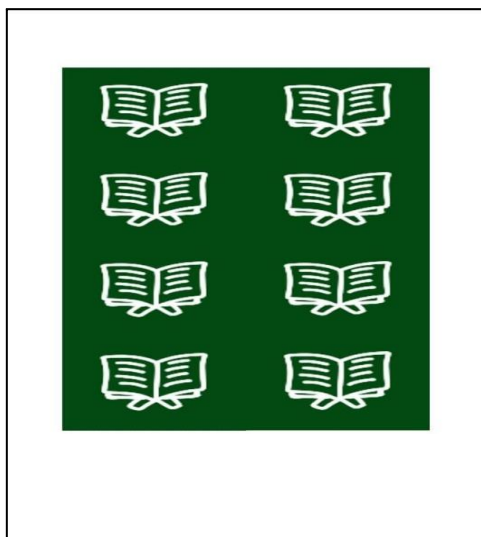


Figure 2: The Hafazan Cards Design

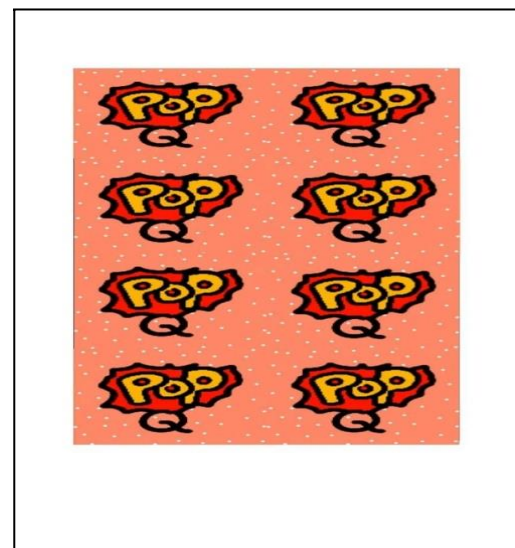


Figure 3: The Pop Quiz Card design

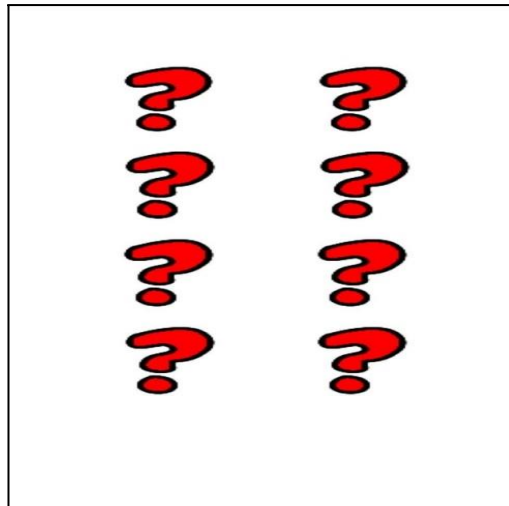


Figure 4: The Surprise Cards Design



Figure 5: The model was being made

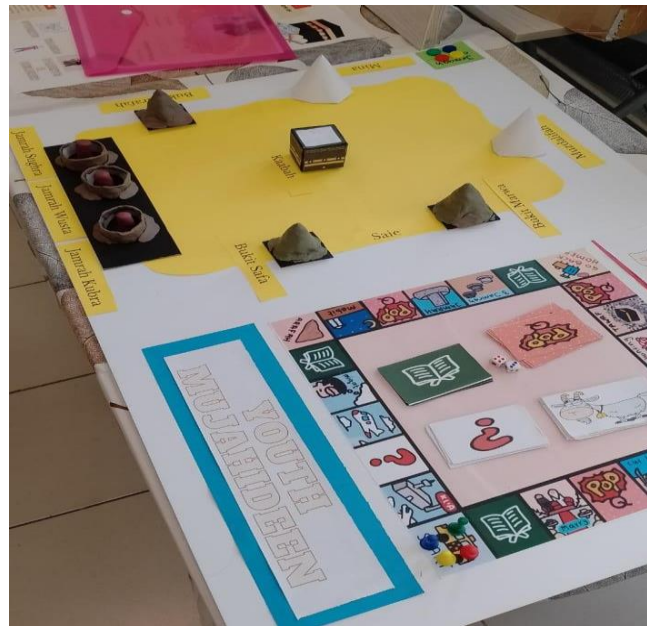


Figure 6: The Board Game (Colourful one) & The Hajj simulation site (Yellow one)

COMMERCIAL POTENTIAL

Every product has its own commercial value and so does our product, which is Hajj Board Game. Our product has unique play style, user friendly and made using low-cost material.

First, our Hajj Board Game structure is similar to any board game while the design on it is authentic as we designed it ourselves. We also added special features and changed the play style which makes our board game different from any board games out there. We used a rectangle mounting board and we divided it into two. The right side is the board game, and the left side is the simulation of the *rukun* of hajj which will appear in 3D model. Players need to complete the *rukun* of hajj on the simulation side to win the game. Next, on the board game, normally money will be used as a currency, but in our board game we use goat as our currency. Each player will be given 5 goats at the start of the game. If any player lost all their goats, they will lose. The purpose of the goat is to pay the fine or also known as “*dam*” in this game. We also added *hafazan* cards, Hajj pop Quiz card and Surprise Card. So, if any players land on the specific box, the judge will draw the cards and the player needs to do the task which will be read by the judge.

Other than that, our product is user-friendly. As mentioned above, the simulation part of the board game will have the *rukun* of hajj that appears in 3D model. The model can be disassembled when the game is finished. This will make it easier for players to store the board game and help save space. Not just that, parents also can play puzzle with their children by removing all the 3D objects and then ask their children to place the object on the correct place. Therefore, children can learn which one is *Kaabah*, *Jamrah Kubra* and so on.

Moreover, our product uses low-cost material. We use mounting board as our base and the 3D models. Then, the 3D models such as the mountain was covered with clay to make the mountain looks real. Our board game, pop quiz cards, surprise cards, *hafazan* cards and goats were printed out on paper. We also attached Velcro tape at the bottom of the 3D models to make them easier to remove and store.

Lastly, our target customers are parents and schools. This is because parents can play this board game with their children. Thus, they can expand their knowledge about *haji* and spend their quality time together. Next, schools are also our target customers. The topic of Hajj is taught in secondary schools. However, it contains a lot of information and the students struggled to understand most of it. With the innovation of this kind of board game, we hope that it will make the learning process more efficient and can attract the students' interest.

Selling Price

Table 1: The materials being used and the cost

Bil.	Item	Quantity	Price per unit (RM)	Price cost (RM)	Selling price (RM)
1.	Mounting board	2	2.50	5.00	10.00
2.	A4 paper	1 set	4.95	4.95	10.00
3.	Velcro tape	1	3.00	3.00	8.00
4.	Clay	1	2.50	2.50	7.00
5.	Dice	2	0.75	1.50	3.90
6.	Tokens	8	2.50	5.00	7.00
JUMLAH				RM 21.95	RM 45.90

Other cost (Printing cost): RM6.00

Price cost RM 21.95

	<u>+Printing cost</u>	RM
	<u>6.00</u>	Total RM
	27.95	

Profit Margin

% profit = $\frac{\text{Selling price} - \text{Price cost}}{\text{Price cost}} \times 100\%$

$$= \frac{\text{RM}45.90 - \text{RM} 21.95}{\text{RM}21.95} \times 100\%$$

$$= 109.11\%$$

CONCLUSION

In conclusion, Hajj Board Game offers a unique and engaging approach to learning, and memorizing the steps of performing hajj and short surah in juz 30. Our innovation "HajjBoard Game" has the potential to make a positive impact on education especially in religious subjects. This project provides an interactive way to learn and retain knowledge about hajj while promoting teamwork and socialization.

However, there is always room for improvement. One area where we could focus our efforts is to make the board game more accessible to players even without an internet connection. This is because we planned to promote our product to public schools nationwide. Even though it is good to use the technology in learning, it will be inconvenient for schools to provide an internet connection just for students to learn about Hajj. Additionally, we need to find a way to make the equipment for the board game portable so that people can play the game at any given place and time.

We could also consider incorporating more advanced concepts for older players or creating different versions of the game for different age groups as older people have a different mental capacity than younger kids. The steps for the older people's version must also be more precise as they are more likely to perform Hajj. [7,8]

Overall, we are excited about the potential of Hajj Board Game and we are committed to improve and expand our game to make learning even more enjoyable and effective.

ACKNOWLEDGEMENT

We would like to take this opportunity to express our heartfelt thanks and recognition to all the individuals who contributed to the development of Hajj Board Game, firstly to our mentor in this project, Ustazah Norakmal Abdul Hamid who helped us by giving advice and monitoring our progress from time to time. Also, our members in this project including Haikal, Awang, Hakeem and Hakimi. Your expertise, hard work, and commitment were invaluable in bringing our vision to life.

We would like to recognize our talented designer, Haikal who took his time to sketch the board's design by hand. Not forgotten, other team members who planned the board's gameplay mechanics and its rules as well as instructions to make this project happen. We would also like to thank the visitors and judges who visited our Karnival Sains & Teknologi Islam (KSTI 2023) booth on 11th March 2023 and provided feedback on the game, and lastly our mentor who ensured that the board game's content was accurate and aligned with educational standards.

We could not have done it without each and every one of you, and we are grateful for your contributions to Hajj Board Game's success.

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