

**UNIVERSITI TEKNOLOGI MARA**

**A POTENTIAL *GASING* AS FOLK  
GAMES PRODUCT TOWARDS  
COMMERCIALIZED PRODUCT IN  
MALAY CRAFT**

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Thesis submitted in fulfillment  
of the requirements for the degree of  
**Master of Art and Design**

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## AUTHOR'S DECLARATION

I declare that the work in this thesis carried out in accordance with the regulations of Universiti Teknologi MARA. It is original and results of my own work, unless otherwise indicated or acknowledge as reference work. This topic has not been submitted to any other academic institution or non academic institution for any degree or qualification.

I, hereby, acknowledge that I have been supplied with the Academic Rules and Regulations for Post Graduate, Universiti Teknologi MARA, regulating the conduct of my study and research.

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## ABSTRACT

*Gasing* or “Top Spinning” is one of the famous Malay traditional heritage games. It comes in many designs and names. The game is performed by a combination of two players. This *Gasing* is recognized as intangible traditional games by the National Heritage Department, Meanwhile, National Craft Malaysia has categorized this product as one the art crafts in Folk Games category. The Ministry of Tourism and Culture is responsible to monitor and supervised the development of *Gasing*. Developing and introducing this game to Malaysia and the world seems have difficulties. This research aims to explore the physical characteristics of the design of *Gasing* and at the same time to identify to study and process of making design as well as how the product development is being carried out. The tasks are to analyze and identify the *Gasing* for the game and the one as a craft item in Malaysia. Several interview sessions have been conducted to get information on *Gasing* from selected craftsmen in Melaka, Perak, Kelantan, Johor and Pahang. Observation method has also been carried out to observe and analyze the process of making *Gasing*. The research outcome will be recorded reference in developing the so called commercialized *Gasing* and can be used as a guidance to keep the genuinely and popularity of this game for future. The new potential derived from the research may help to preserve this heritage product and as an identity of the traditional game in this challenging global market. The findings for this research showed have seven characteristic in designing *Gasing* found with this research.

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