

**UNIVERSITI TEKNOLOGI MARA**

**ACCEPTANCE ON MOBILE  
APPLICATION IN LEARNING  
MALAY TRADITIONAL GAMES  
(CONGKAK & DAM HAJI)  
AMONGST CHILDREN**

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## ABSTRACT

Malay traditional games has been forgotten as time goes on and it leads to low level of children knowledge including the history, significance, tools, playing method and rules of Malay traditional games. Developing mobile application in learning based on users' acceptance to learn Congkak and Dam Haji as an alternative way for children learning towards Malay traditional games. The objectives of this project are to identify the requirements of mobile application in learning Malay traditional games (Congkak & Dam Haji) amongst children, to identify the factors that contribute to the acceptance on mobile application in learning Malay traditional games (Congkak & Dam Haji) amongst children, to develop mobile application in learning Malay traditional games (Congkak & Dam Haji) amongst children and to evaluate mobile application in learning Malay traditional games (Congkak & Dam Haji) amongst children. This project only focuses on Congkak and Dam Haji game among children. This study employed quantitative research approach. A survey questionnaire was conducted involving 100 children at Pusat Internet 1 Malaysia (Pi1M) Kampung Tualang Sekah, Perak. Based on Unified Theory of Acceptance and Use of Technology (UTAUT) model, the findings of this study informed that Performance Expectancy and Effort Expectancy have significant correlations with Behavior Intention to Use mobile application in learning Congkak and Dam Haji. Usability testing and user acceptance testing was conducted to obtain user's feedback regarding on its ease of use, design, navigation and purpose. As a conclusion, children increase their knowledge about Congkak and Dam Haji after use mobile application as it serves an alternative way for children learning Congkak and Dam Haji.

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