

**UNIVERSITI TEKNOLOGI MARA**

**PERSONA DESIGN FOR MALAY HISTORICAL  
CHARACTER IN AN ACTION GAME**

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## ABSTRACT

There is less research on the action game related to the Malay historical character. Thus, this research tries to lessen the gap in this area. This study will focus on visualize the characterization of two (2) Malay historical patriots using persona-based design which is going to be identify through the research activity. This can be used by the industries in developing Action game with the appearance of Malay historical hero or patriots. This research is based on data obtained from survey questionnaire and from Semi Structured Interviews. Survey has been conducted to visualize the characterization of two (2) Malay historical patriots. The Survey was conventionally distributed to 18 respondent that graduate in history programme for their study background. For interview session, about 2 experts of historian took part in this activity at different date of interview. The expert has been choices based on their study background which is graduate in history programme and based on their expertise in the field of history. The data was analysed to characterize the Malay historical patriot. The research general recommendation to choose and create the Malay historical figures based on the characteristics that have been identified during the research and help to assist in preserving the history and patriotism information in the form of interactive Game based learning environment by using the Malay historical patriots for action game and to be delivered among the Society. At the end this research will come out with two (2) Malay historical patriots character that has been analysed using the persona-based design approach where each of the characters element are referring to the principles of characters design in action educational games.

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“All praises due to ALLAH S.W.T, Most Gracious and Most Merciful”

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# **CHAPTER ONE**

## **INTRODUCTION**

### **1.1 Introduction**

The justification of this chapter is to provide the overview of propose research. It contains deliberation of research background, highlighted problem statement, research questions, research objectives, research scope and limitations, research significant, and also the summary of the chapter. This research is conducted with the aim to identify the Malay historical patriot that suitable to be used in action game by using persona-based design method and to visualize the character based on data collection.

### **1.2 Research Background**

The research general recommendation to choose and create the Malay historical figures based on the characteristics that have been identified during the research and help to assist in preserving the history and patriotism information in the form of interactive Game based learning environment by using the Malay historical patriots for action game and to be delivered among the Society.

### **1.3 Problem Statement**

This research is conducted with the aim to identify the Malay historical patriot that suitable to be used in action game by using persona-based design method and to visualize the character based on data collection. The problem statements for this research are listed in the next paragraph.

Firstly, there are many challenges in order to implement values of patriotism among younger generation this is because a low patriotic spirit among the younger generation has taken place in Malaysia (Hasnah, Dato, Razaq, and Ahmad, 2015). Patriotism should be nurtured since childhood as when children love the nation, they will grow up by appreciating heritage, diversity, history and will work to improve Malaysia in all respects. Patriotism can be applied to students through awareness, education and knowledge. The education system needs to be adapted to inculcate pride and constancy in the country.