UNIVERSITI TEKNOLOGI MARA

2NDHANDGAME: BUY & SELL USED GAMES MOBILE APPLICATION

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ABSTRACT

This mobile application is developed to provide platform for gamers who have a lot of unused games or gamers who are interested in games. The increase of the gaming activities caused the unused games to be dumped into the garbage which can affect the environment. This mobile application is made to overcome the issues that some people may have unused games that they have not been playing anymore or interested anymore but throw away would be a waste and also bring negative effects to environment. The purpose of this mobile application is to help the users to find games they are interested in and also to provide a place where people can sell their used games. This mobile application has a push notification features that will notify users if there is the other user sell games. This will keep the users updated so they will not miss their favourite games. Next, this mobile application has location-based features. With this features, users are able to find the seller location for meet up. Even so, the application has some limitations which is only available for Android device and does not have payment gateway process. Besides, Mobile Application Development Life Cycle is used to build this mobile application and the development only covers from the identification phase to the testing phase. The target user is for the gaming community and people who want to buy or sell their game. Next, the user testing results based on System Usability Scale (SUS) is 76. For the future work, this mobile application is hopefully available for both Android and IOS device and provide payment gateway in the mobile application.

Keywords: Shopping Online, Game, E-Commerce, Mobile Application, Platform

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CHAPTER 1

INTRODUCTION

An outline of this project is given in this section. This chapter includes project background, problem statements, scope, limitations, and project significance.

1.1 Project Background

In recent years, mobile commerce (m-commerce) has become more popular to the business community whether local or international. One of the factors is the increase of people who lose their job and salary reduction. People took the chance to get involved in the business to gain side income since their income from their main job is not sufficient to live in this modern life. Based on (NewStraitsTimes, 2021), there are about 46.6% workers has lost their jobs. Also in the report of (Street, 2020), 50% of the workers' salary got affected including cancelled salary increase, freeze and salary reduction. Many platforms where people can buy and sell products have been created like Shopee, Mudah.my and Lazada. According to (TheStar, 2017), approximately 1.6 million people are using Muday.my to sell their products. This gives a lot of opportunities for people to involve in entrepreneurship. Based on (Austrade, 2020), Malaysia has the highest growth rate for total e-commerce activities in ASEAN for the period 2018 – 2023. It shows that these platforms has a lot of potential to improve both people and the economy since they help to create more jobs opportunity and reduce poverty.

Electronic commerce plays a significant role in this emerging global economy as it increases more job opportunities for the people. Hence, it will reduce poverty since they have the source of income. According to Lister (2018), a good economy happens when the increased worker earnings bring to a greater rate of consumer spending, which will increase the money circulating in the marketplace.

Over the last few years, purchasing stuff on the internet has become a trend to the people. It has been proven from GlobalWebIndex by Moey & Kemp (2019), that shopping

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