

## **SUPERVISOR APPROVAL**

**Development of Free-Roam Adventure Game: Cultural Exposure and  
Language in Japan**

By

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This thesis was prepared under the supervision of the project supervisor, Dr. Hayati binti Abdul Rahman. It was submitted to the Faculty of Computer and Mathematical Sciences and was accepted in partial fulfilment of the requirements for the degree of Bachelor of Computer Science (Hons.) Multimedia Computing

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## ABSTRACT

Learning a second or third language is a crucial aspect in communication that is quite often overlooked, especially when communicating with foreigners. The Japanese language happens to take manners during a conversation quite seriously and quite often new learners of the language may forget to apply them in some appropriate situations; especially when talking to an elder or an employer for example. There are a lot of reading materials that may aid learners for this as well for them to learn about the language. Yet, for some learners, the books are ineffective and quite often ignore manners and the cultural aspect of the languages and favour formality and the correct use of grammar. This project aims to provide an adequate source for learning the Japanese language through a more interactive platform, complete with the inclusion of the cultural aspects and the appropriate level of mannerisms in certain situations within it. This project is designed as a free-roam adventure game where players would explore the game's environment, stimulating the urge to learn through communicating with the non-playable characters (NPCs) within it as well as learning about Japanese culture. It was proposed that the game would be developed as a free-roaming adventure game with elements of visual novels, done in 2D for simplicity and ease of implementing assets into the game. The game is developed using Game Maker Studio 1.4 which is suitable to develop a game in a 2D environment. The significance of this project is the exposure of Japanese culture and mannerisms to enhance their language learning experience. A pre-test was made to ensure the game runs as intended along with the implementation of suggestions considered from the test. As a result, the development of a free-roaming adventure game with the inclusion of the Japanese language and culture was successful.

Keywords: Japanese, language learning, English, culture

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# CHAPTER 1

## INTRODUCTION

### 1.1 Background of Study

In a globalised world, it is increasingly important for Malaysians to learn a new language to communicate with people from overseas. Particularly the Japanese from where our study here is concerned, where Malaysians studying, working or living abroad there. The mannerisms and formality of a language can be different from culture to culture and knowing this would mean Malaysians would have a more effective way of communicating with people from overseas. It would be benefit in business affairs as well since dealing with businessmen from overseas since breaking the language barrier is especially important in making deals with them. In general however, learning a new language would bring much benefits as well, since other than breaking the language barrier as well, it would be easier to get to know the locals as well, traveling or working abroad. Knowing their culture, formality and mannerisms would mean that they would respect or at least, treat the learners well while avoiding any rudeness or awkwardness while communicating with them.

Foreign language studies here are available for interested Malaysians to pursue. Yet, the current curriculum for these studies touches upon only the grammatical aspect of learning the language. As a result, those that studied the language ended up using the language in an inappropriate manner or even giving an impolite impression to native Japanese speakers (Rashid, Ismail, Ismail & Mamat (2017)). This is because the cultural aspect of the language is rarely touched upon in the learning experience. Moreso, when the only sources of learning the culture is only through books or the surfing the web for more information, short of traveling to the country to experience it. As of today, the current approach for learning the language is