



اَوْنِيْتِي تِي كَوْنِي مَارَا  
UNIVERSITI  
TEKNOLOGI  
MARA

**HAJJ-GO PLATFORMER : DIGITAL JOURNEY FOR  
BASIC HAJJ LEARNER**

**MUHAMMAD ZUL AFIFI AHMAD RATHI**

**Thesis submitted in fulfilment of the requirements for Bachelor of Computer  
Science (Hons.) Multimedia Computing**

**Faculty of Computer and Mathematical Sciences**

**January 2018**

## **Abstract**

Some secondary schools in Malaysia have implemented a subject to educate students to learn about Islamic practices that is 'Pendidikan Syariah Islamiyah'. There is a topic in that subject that highlighted about Hajj process as one of the topics that are important to learn generally as a Muslim. In order to enhance students' consciousness about this education, a new way to learn this has to be introduced to support the traditional way of learning that is in the text book. To make the learning more interesting and interactive, a platform game named 'Hajj-Go' is created to introduce a new way to learn Hajj process. The game offered player a quiz to be answered and display the flow of Hajj in an interactive way. The game needs player to think and act fast because some barriers in the game can cause the character killed and in some way player have to restart the game. To test the effectiveness of this method, a questionnaire is given to a group of people with varying ages, then they are prompted to play the game, then answer the same question again. In the pre-test, most of the respondents get a low mark in answering the questions about Hajj. The pre-test questions are provided in the gameplay. After they have completed the game and answered all the questions, they were given the same questions in form of hardcopy. As a result, most of the respondents get higher marks than before. Therefore, the project effectively enable the player to enhance their memorizing skill and ease the player's technique to get the knowledge about the process of Hajj.

## **ACKNOWLEDGMENT**

In the name of Allah, Most Merciful, Most Gracious, I am thankful to Him for His blessing to me and my fellow brothers and sisters throughout our life. I also thankful to Allah as without Him I wouldn't be able to complete this thesis which force me through many obstacles and challenges.

My utmost thanks to Dr. Nordin Abu Bakar for a great supervisor for me on this project throughout the semester. His guidance have brought to the success of this project completion. Thank you for being patient with my behavior and for correcting my mistakes that are too many to count.

I also would like to thank my fellow classmates and friends that willing to cooperate with me in evaluating my project and have given me a positive response. Lastly, I would extend my thanks to my parent who always support me mentally and mostly financially.

My hope for this project is that it can further expand and benefit to the society. As students, I hope that this project can be the stepping stone for me to strive for knowledge and skill in the future.

## TABLE OF CONTENTS

<b>CONTENT</b>	<b>PAGE</b>
<b>SUPERVISOR APPROVAL</b>	ii
<b>STUDENT DECLARATION</b>	iii
<b>ABSTRACT</b>	iv
<b>ACKNOWLEDGEMENT</b>	v
<b>TABLE OF CONTENTS</b>	vi
 <b>CHAPTER ONE : INTRODUCTION</b>	
1.1 Background of Study	1
1.2 Problem Statement	2
1.3 Project Aim	2
1.4 Project Objectives	2
1.5 Project Scope	3
1.6 Significance of Study	4
1.7 Conclusion	4
 <b>CHAPTER TWO : LITERATURE REVIEW</b>	
2.0 Introduction	4
2.1 Religious Education Hajj Coursework	4
2.2 Teaching Hajj in School	5
2.3 Hajj and Umrah	7
2.4 Computer-Based Learning	8
2.4.1 Digital Game-Based Learning	9
2.5 Learning Instruction vs. Entertainment Instruction	9

# CHAPTER 1

## INTRODUCTION

### 1.1 Background study

Learning hajj and perform it is a must for all muslims in the world who can afford to travel Makkah. In Makkah, muslims from all around the world gather in a display of faith, unity and solidarity by recreating the ritual that the prophet Muhammad performed in his last pilgrimage. For Malaysian, they started to learn about Hajj in secondary school by detail especially in religious secondary school. Since it is very important to learn hajj, it is necessary to build or create a platform for students to study about hajj more effective. Thus, Hajj-Go is created to aid students to learn about hajj by playing an interactive game. By adapting an effective interaction in game-based learning, the learners would be able to understand the topic more powerful(Pereira,2013).

The importance of studying Islamic religion cannot be denied because we need to practice Islamic way in our lifestyle. Life and religion cannot be separated and every work must follow the concept of it (Possumah, T.Bayu, I.Abdul, and S.Shahida,2013). Thus, as performing hajj is one of the pillars in islam, students must know the importance of learning hajj at their level. To attract their interest, learning by mobile application can be applied to students based on current situation that is they already know the basic in current technology .

The students must change their way of learning. Before this and currently, more students basically are involved in using textbook as their tool of learning. Not to object this way, students should try to change to integrate game-based learning in school. By this way, students are able to make similarity in learning in the game and the knowledge learned in class (Barzilai, Sarit, and B.Ina, 2014).