

SUPERVISOR APPROVAL

LEARNING ETHICS REGARDING HADITH AND SUNNAH USING A GAME-BASED APPROACH

By

**SITI NUR AQILAH BINTI MOHD ROSLI
2015140881**

This project was prepared under the supervision of the project supervisor, Madam Noratikah binti Shamsudin. It was submitted to the Faculty of Computer and Mathematical Sciences and was accepted in partial fulfillment of the requirement for the degree of Bachelor of Computer Science (Hons) Multimedia Computing.

Approved by

.....
Noratikah binti Shamsudin
Project Supervisor

JANUARY 5, 2018

ACKNOWLEDGEMENT

Alhamdulillah, praises and thanks to Allah because of His Almighty and His outmost blessings, I was able to finish this research within the time duration given.

First and foremost, I would like to give my respectful gratitude to my supervisor, Madam Noratikah binti Shamsudin, for her supervision, patience, motivation, enthusiasm and immense knowledge throughout this project. Her guidance helped me in all the time of research and writing of this project. I could not have imagined having a great advisor and mentor for my final year project study.

Special appreciation goes to my beloved parents and family who always been there for me no matter where I am. Thank you for all unconditional moral and emotional support in my life.

A special thanks mention to Lilyana Suzlin binti Md Nor, for the wonderful times we shared to stimulate discussions and for sleepless nights we were working together in order to finish this project. Last but not least, I would like to thank all my dearest friends who help me by giving the best suggestions and advice through entire process to complete this project.

ABSTRACT

Computer games are very popular among many young. The stance that games-based has the potential to be relevant and meaningful to engage users in learning. This paper project is about the use of game-based in learning environment will change significantly the environment by enabling the addition of supplementary information that is seen on a computer screen to create an interesting learning process. The game will be in attractive version since it is going to be used by the children and primary school students. Apart from that, it emphasizes the learning of good and respectable values which encompass on children's ethical behavior regarding Hadith and Sunnah teachings through the technology medium since social problems among teenagers have increased due to the lack of ethical learning in education. Although the technology keeps on advancing, we should preserve the ethical values taught by our religion. Ethics are the moral principles that govern a person's actions as it involves the principles of doing right and wrong conduct where it becomes an important thing to learn since it relates to the concepts of good and bad behaviour in our moral life in a community. The ADDIE model with a systematic instructional design model is used in order to complete this application development. The evaluation for assessing user satisfaction is done on 10 children by giving them the opportunity to play the app and inquiring some related questions about the application. From the reviews that have been made, it is very clear that children really like to play the computer application and they can easily understand what is being played and delivered through games. Thus, young children, who are the country's future leaders should be taught and built ethical development in their self because it plays a significant role in sharpening individual's excellent personality and discipline. Having ethical values forms the basis of a children's future behaviour.

TABLE OF CONTENTS

CONTENT	PAGE
SUPERVISOR APPROVAL	ii
STUDENT DECLARATION	iii
ACKNOWLEDGEMENT	iv
ABSTRACT	v
TABLE OF CONTENTS	vi
LIST OF FIGURES	x
LIST OF TABLES	xii
LIST OF ABBREVIATIONS	xiii

CHAPTER ONE: INTRODUCTION

1.0 Introduction	1
1.1 Background of the Project	2
1.2 Problem Statement	3
1.3 Objectives	3
1.4 Scope	4
1.5 Significance	4
1.6 Limitation	4
1.7 Conclusion	5

CHAPTER TWO: LITERATURE REVIEW

2.0 Introduction	6
2.1 Game	6
2.1.1 Criteria of the Game with Rule	7

CHAPTER 1

INTRODUCTION

1.0 Introduction

Ethics additionally called moral reasoning is the anxiety about what is ethically good and bad, right and wrong. The term is likewise connected to any framework or hypothesis of good esteems or principles (Singer, 2017). Its subject comprises of the principal issues of viable basic leadership, practical decision making and its significant concerns incorporate the nature of ultimate value and the guidelines by which human activities can be judged right or off-base (Singer, 2017).

Ethical standards can originate from ancient philosophers, religious figures, present day researchers and scholars, and individual convictions. Despite the fact that distinctive in every particular reasoning, each kind of moral code contains the same significant value (Frenz, 2017). Everybody has a slightly dissimilar individual ethical code because of imitation from spiritual and verifiable sources or from personal experience (Frenz, 2017).

Ethics enable individuals to use sound judgment and coordinate basic leadership as well as direct how individuals ought to carry on in a given culture. Ethics also encourage individuals to make useful, conscious and reasonable decisions as well as urge equality and a typical decent (Frenz, 2017). Additionally, ethics and moral help shield nations and societies from slipping into turmoil.

It is critical to have an ethics learning activities, particularly one went for primary school youngsters (Peeler, 2015). Youngsters begin learning ethical rules at an exceptionally youthful age. As they developed, moral instruction turns out to be