

**Universiti Teknologi MARA**

**Learning Jawi Character Game**

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بِسْمِ اللَّهِ الرَّحْمَنِ الرَّحِيمِ

With the name of Allah the most Gracious, the most Merciful creator,

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## ABSTRACT

Nowadays, the education processes are not based on the traditional classrooms only but it assisted with interactive learning whereas on the web or mobile application. Therefore learning Jawi character are developed to enhance Jawi learning among primary school kids in their learning because currently teachers are use textbook and flashcards to teach them based on the investigation. However, the Jawi is slowly forgotten because the younger generation to be unfamiliar with the alphabet. Then, they need extra material to help them to recognize and memorize Jawi alphabets in indirect approach. Besides that, the development of the project is based on system development life cycle (SDLC) model. The waterfall model are consist six phase which is the first phase is Knowledge Acquisition, System Requirement, System Design, System Development, Data Analysis and Result Analysis. Knowledge acquisition phase where need to do some research and understand the flow of the project. For the system requirement phase, it will tell about the software and hardware is needed to complete this project. Next is system design, where it will continue to develop the storyboard, design the step by step of the flow and design the user interface. After that, for system development it will use Construct 2. The puzzle method was implemented and the prototype was tested. Then, to collect data analysis a set of questionnaire are distributed on a specific target. After that, a question was collected and the users are given the game as part of the functional testing. After playing the game, they will distribute the same question to test their IQ after playing the game. Result analysis are done when the entire question from the user are analysed and interpreted. Last but not least, for the future enhancement it is recommended to researcher added new features such as 3 dimensional graphics and animations to attract them learn more about Jawi.

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# CHAPTER 1

## INTRODUCTION

### 1.1 Project Background

Historical records point that the Jawi script has been in existence in the Malay Archipelago since in the 14<sup>th</sup> century linked with the propagation of Islam from west Asia. Actually Jawi script derived from Arabic script and contains the letter of the Arabic writing system. Jawi is still used because it is closely related to the Islamic religion. Jawi script is important to maintain the image and identity of the Malay culture.

Ahmad Zabidi (2014) was mentioned Jawi are important in Islamic education because this skill will help the children for reading al-Quran fluently, learning Arabic language or other Islamic religious subject. For those student are not perform in in Islamic education, they will left behind in the Islamic subjects as Jawi is commonly used by teachers as a tool or medium to teach these subject in school.

According to Kosmo! (2016), our advisor to the Government Socio-Cultural Affairs has purposed that the publication in Jawi script will improve the mastery of the younger generation against Jawi which is part of history. Besides that, Jawi writing press releases need to be competitive such as the Chinese language newspaper.

Based on information provided by Malaysia Kini (2015), Terengganu MCA was mentioned that learning Jawi from billboards is not feasible. This is because all commercial signboard will enlarge the burden of business operators.