

Universiti Teknologi MARA

**Kenal-Kraf: Gamification-based Malay Handicraft
Web Development**

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ABSTRACT

The research project is about developing Kenal-Kraf: Gamification-based Malay Handicraft Web Development for public user. The idea of doing this project is from current problem which is the information about Malay Handicraft is not being disseminate anymore to keep the value of it. There is no existing system that consists of information about Malay Handicrafts which is categorized by state. People are now using web based system almost every day, so the development of informative website is relevant. It is also including gamification in this project with the aim to attract more user and to motivate them. Nowadays Handicraft is something that almost disappear among teenagers, so the development of this project would help in a way to disseminate about our culture and heritage. Kenal-Kraf is an informative web based system with element of gamification to make the process of disseminating the information become more attractive. Moreover, Kenal-Kraf has a scope where it is including Malay Handicraft which is categorized by state. So, the user will directly know the origin or where is a craft came from. The methodology used in the development of this project is a Web Development Life Cycle (WDLC). WDLC can be separated into five different phases which is planning phase, Analysis Phase, Design and Development phase, Testing phase and Implementation and Maintenance phase. The user of Kenal-Kraf system can view the information provided in the web and play games to reflect what they have read or view about Malay Handicraft. The gamification features would help the user to know whether they understand about the information given and also to give them fun while learning. The significance of this project comes to public user and researcher as for them to get more information and also learn about Malay Handicraft.

Keyword: Web Based, Handicraft, Malay, Gamification, WDLC

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CHAPTER 1

INTRODUCTION

1.1 Introduction

This chapter explains about the project background for this project, problem statement, project aim, project objectives project scopes and significance of the project. Project background describes the overview of the issues that is described in this project. The problem statement is the current issues which need to be addressed. Objectives of the project will explain about what the project have to achieve. The scope of the project will explain the limitation of the project. Significance of the project will explain who will get the benefits from the project that will be developed.

1.2 Project Background

Malaysia is divided into two which are West Malaysia with 11 states and East Malaysia with two states that are Sabah and Sarawak (Kamisah & Syed, 2015; Swee & Kesavapany, 2006). It is well known as multi-ethnic nation states. The term race was introduced by the British colonial administration which conduct 'census' among its subject and then categorized into different races (Goh et al., 2009). In consequences, they state that this races start to develop their own identities. There are three main races in Malaysia which is Malay, Chinese and Indian. Every race, for instance, has different customs, tradition clothing, tradition foods and tradition dance.