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BuzzAcademia

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ABSTRACT

BuzzAcademia is an educational game introduced by a group of law students. It is created for law students as an alternative to the fun learning concept. This game is related to a basic principle of Islamic law. In general, most law students are having a hard time focusing on this subject because they are spending too much time on other law subjects, which are also considered tough and challenging. However, the main reasons for the creation of this game were to promote and enjoy learning about this subject. Therefore, BuzzAcademia is an innovation that is made to increase the interest of students and also help them increase their knowledge. Students can enjoy playing this game while answering the questions. Besides, this game can only be played on a laptop. In conclusion, this innovation is a helpful medium for law students because they can find joy in their revision, and at the same time, it is also an alternative for last-minute revision.

Keywords: Educational game; Islamic law; innovation in learning

INTRODUCTION

As a student, focusing on a subject with a low frequency such as CTU091 is one of the biggest problems for the student, mainly in foundations in law. From the analysis of the final examination results in the last semester, it shows that the student is not bound to focus on a subject that was not targeted in the midterm examination. The problem arose when the results came out and CTU091 was one of the subjects with a low passing percentage. The core subject that has been focused on from the start will be an intervention to focus on another subject, CTU091. Most students will use this as a reason for their failure in the CTU091 subject in the final examination. This is one of the problems that we try to solve using this application. The second problem is that the student has less interest in religious subjects, mainly CTU091. This is because the idea that has been implanted in their heads from the start is to focus on only the core subject because this subject will be tested in the midterm examination. This problem is nowhere near a solution after the student leaves this subject to continue focusing on the core subject only.

BuzzAcademia is the solution that can help to end this problem. BuzzAcademia is an educational game introduced by a group of law students. It is created especially for law students as an alternative to the fun learning concept. This game is related to a basic principle of Islamic law. This innovation objective is to make the CTU 091 subject interesting and interactive while at the same time encouraging the student to learn in new ways with the help of technology. The student could enjoy playing this game while going through the questions inside the game. Our main goal is to increase the student's interest in learning the CTU091 subject and to help the student obtain a high score in the examination.



In conclusion, we hope our innovation will help the student bounce back and try their very best to score excellently in the upcoming examination. We also will always support the system from the backstage to bring better experiments to the students.

INNOVATION DEVELOPMENT

The idea of creating a BuzzAcademia came from the discussion on how to optimise our marks in the upcoming examination. Various methods of teaching and learning had been applied to various schools and higher education institutions. Gamification methods in education have been widely used to help students' understanding of topics. The "gamification" of BuzzAcademia is a new product that has been produced as a medium to aid in a better teaching method for educators in the learning and teaching processes. Gamification is a concept that introduces a topic in the form of games and functions as a method that applies the elements of role-playing games to learning a certain topic in a way that creates a joyful ambiance for the learner. Researchers have provided various definitions of the method of "gamification" and mostly imply it with a similar concept involving any form of game adaptation. Gamification is defined as the process of adding games or any game-like elements to something (such as a task) so as to encourage participation (Meriam Webster, 2020). Gamification can also be elaborated as the practice of making activities more like games in order to make them more interesting or enjoyable (Cambridge, 2017).

Most of the time, the student has problems understanding how the rules from the Holy Quran are applied in a simple manner for the foundation student. Although the author tried to make the wording easy, some students still failed to understand the text. Through this innovation, the wording that has been implemented in this application is easy to understand, and the questions were not that straightforward to increase the student's critical thinking performance. Various methods of teaching and learning had been applied to various schools and higher education institutions. Gamification methods in education have been widely used to help students understand of topics. The "gamification" of CTU091 is a new product that has been produced as a medium to aid in a better teaching method for educators in the learning and teaching processes. Gamification is a concept that introduces a topic in the form of games and functions as a method that applies the elements of playing board games to learning a certain topic in a way that creates a joyful ambiance for the learner. Researchers have provided various definitions of the method of "gamification" and mostly imply it with a similar concept involving any form of game adaptation. Gamification is defined as the process of adding games or any game-like elements to something (such as a task) so as to encourage participation (Meriam Webster, 2020). Gamification can also be elaborated as the practice of making activities more like games in order to make them more interesting or enjoyable (Cambridge, 2017).

The development of a BuzzAcademia, a concept with similarities to a "role-playing game," is based on searching for a way to get out of the designated map by fulfilling the quest and using critical thinking and high understanding to play. The development of BuzzAcademia is equipped with a pack that can be downloaded and is ready to be played anywhere. The first map refers to the place containing the basic or introduction to the topic area questions; the second and third maps refer to the place containing the extensive version of the topic. Each question is provided with an answer in accordance with the books written by honourable educators.

The game recommends single players. The players are represented by four characters. The player will first spawn in a general map. The player will need to settle the quest in the first

map, which is about Wahyu and the Quran; then, the player will need to settle the quest in the second map, which is about Al-Sunnah and Al-Hadith. The player now needs to settle the quest on the third map, which is about Ijtihad and Keutamaan Wahyu rather than Ijtihad. The question will be accompanied by a summarised version note. If a player fails to answer the questions, they can reattempt as many times as they want. A player who attempts the question and succeeds on the first attempt will be rewarded 2 points. A player who attempts more than once will be rewarded 1 and a half points as a souvenir. Each player who finishes the game has succeeded in mastering the topic and has a deeper understanding of the topics in methodology, Pembinaan Perundangan Islam.

COMMERCIAL POTENTIAL

The "gamification" of the BuzzAcademia has a high commercial value, especially in the sector of Perundangan Islam education, as the contents of the game are based on books written by honourable educators. Besides, the game is based upon the basic but most important knowledge of establishing whether Islamic law is valid or null according to Islamic principles. As an illustration, an act of establishing the law done without the correct requirements from the god or sunnah according to the necessity of Islamic principles becomes null and is not considered a verified law.

Based on researchers' studies, the method of "gamification" within the scope of Islamic studies has reaped many results and provides a market for sales nowadays. However, most "gamification" of Islamic studies in the market focuses more on topics such as tajwid, sirah, zakat, faraid, halal, munakahat, Arabic language, umrah, hajj, and wakaf. Meanwhile, the "gamification" of law topics specifically in syariah law is not found in the market yet, although this knowledge is the most basic and essential of all requirements for acts of worship.

Therefore, based on a sense of responsibility and a concern for the necessity of understanding syariah law, the "gamification" of BuzzAcademia was created to assist in easing the process of teaching and learning at all levels of educational institutions. This is because most teaching and learning processes in the field of religious studies, especially syariah law, are conducted in a traditional setting that needs to be improvised with flexible, innovative, and efficient features in order to help students adapt to the content of the information and receive it well.

Hence, the gamified BuzzAcademia focuses the product on various levels of educational institutions, for example, universities and colleges in Malaysia. The gamified BuzzAcademia produced corresponds to the learning and teaching processes of the 21st century, which produce exemplary students with elements in accordance with the National Education Philosophy, or Falsafah Pendidikan Kebangsaan.

Future Development

The development that is still ongoing is to release this application on a variety of platforms, such as Chrome. As the first step was complete with launching the application on the pay-per-download game app store known as Steam. Everyone can download this game from Steam without making any transactions. Most of the players provided positive feedback, which pumped our motivation to work harder on the next development.

We also plan to increase the level of difficulty and enhance the experience that the player gains from playing our game through pay-to-win style development in the future, which is usually known as in-app purchasing. The player needs to spend at least RM 8 to further their journey by seeking quests on another map with a different topic. The player can also make a bargain on their first transaction in the application. The player just needs to spend RM 67 for the full package map, plus extras like 100 in-game currencies and 3 cheat codes.

In the next development phase, we will be launching our gaming application, which is about a law subject that teaches the student about Malaysia's legal system, known as LAW 033. Wait for the further information that will be posted on the BuzzAcademia main page.



Image 1: BuzzAcademia was launch on STEAM in the early of january

The upcoming development will consist of the syllabus for semester 1, which is about the amendments to legislation, the court hierarchy, the procedure to bring the case before the court, and the procedure that should be fulfilled to bring the accused into a civil case.

In summary, the upcoming development is one of the wow effects that we are still working on to provide a great experience for the player. We hope the community will support us for the future of interesting learning processes.

Guide Towards Excitement

- First, the player needs to Click on the character and go through the first door.
- Second, meet the first character (non-player character), she/he will give you an instruction about how to get out of the place.
- Third, after receiving instruction, the player will proceed to another character (non-player character), on the map to answer the question about CTU091 subject.
- Fourth, after finishing answering all the character (non-player character) question the player will be given an instruction to return to the door at the start of the map by the last (non-player character).
- Fifth, after exit, go through the second door to proceed to another map.
- Sixth, Repeat step 3 until 5.
- Lastly, go through the third door and repeat step 3 until 5, by the end of the map, you already finish your revision on the whole of chapter 7 of CTU091 subject.

CONCLUSION

Corresponding with technological advancements in the digital era, the implementation of gamification is greatly encouraged. This is due to the current generation preferring a more casual and solid approach with educational methods. ‘Gamification’ had greatly helped many educators and students in education. It is even implemented in accordance with students’ interests as well as the demands of an education sector that is well developing. Moreover, the elements of ‘gamification’ is simple and flexible to be integrated into education.

In regard to that, the approach to gamification brings positive results in a student’s cognitive development. It could improve their logical skills and help them to think outside of the box while playing the game. BuzzAcademia is not solely a game as it is packed with knowledge about Islamic law. Discussions about Islamic law are of utmost importance to be understood by every Muslim. This is because a clear understanding of the topic provides a sense of confidence for those performing their worship duties without doubt and scepticism. So, knowledge relating to Islamic law is applied in the game.

This ‘gamification’ of BuzzAcademia not only helps students and educators but could also provide an understanding of the topic to all Muslims as this game can be played by all ages. In order to further develop the game in the future, efforts had been made to improvise the concept of this game made by the researchers, such as dividing various levels of difficulty for the questions in the game like beginner, intermediate, and advanced with easy, medium, and difficult questions each. Besides, the production of a manuscript or a questions and answers book about all of the topics for discussion regarding Islamic law can also be developed in the form of online applications or (Apps). Online users who are interested in the game are able to download the app into their smartphones and can play the game online with their friends and family. In conclusion, it is clear that the ‘gamification’ development approach could provide interest to Muslims so that everyone emphasizes the need to acknowledge Islamic law.

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