

Braille Classic Games Book

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Abstract: *Braille Classic Games Book is a product published to provide information and reading material to the visually impaired to obtain information about one of Malaysia's national heritages, which is traditional games. The main purpose of publishing this book is because there is limited book of traditional games in braille in the market. This was also supported by one of the respondents from Malaysian Blind Foundation based in Brickfield. The braille book is complete with information about traditional games that are popular from the three main ethnic groups in Malaysia which are Malay, Chinese, and Indian. The History, the rules as well as technique to play each game were also briefly explain using simple languages to ensure precise understanding. This book is also equipped with diagrams that have been braille. Three objective have been outline for this study. First, to give an alternative for blind person to get information about traditional games. Second, to create awareness among communities, government agency and private sector towards Malaysian traditional games for the blind. Third, to sustain Malaysian traditional games. Qualitative approach was chosen for this study and a total of five respondents from Malaysian Blind Foundation were interviewed.*

Keywords: Blind; traditional game; braille



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1. INTRODUCTION

Malaysia is a multicultural country and is known for its tourism industry. The uniqueness of Malaysian traditional games is one of the cultural aspects to promote tourism industry in Malaysia. Besides, there are various reading materials such as novels, magazines, broacher and even books that explain the facts about the places. However, there are lacks of production on braille books that focus on traditional game. On top of that, the blind individuals are not given enough explanations and information about traditional games. People with disabilities such as the blind also have the right to obtain information about national heritage such as traditional games. If the group of blind people is not given attention for them to get information they will also be left behind.

Therefore, as a concerned society, this innovation will help the blind to obtain information and knowledge about the country's heritage such as traditional games. Traditional games are becoming extinct in the face of modernity. Younger generation nowadays, lack of knowledge and exposure about traditional games. With this effort, the younger generation especially the blind can learn about

traditional games and this one of the solution to preserve the culture. Three objective has been outlined which are; to give an alternative for blind person to get information about traditional games; to create awareness among communities, government agency and private sector towards Malaysian traditional games for blind and to sustain Malaysian traditional games.

2. LITERATURE REVIEW

Malaysia has a variety of unique races and ethnicities. Tourists who come to Malaysia like to gain knowledge and learn about the customs, lifestyle, traditional food of that race. Besides that, Malaysia is also rich in various traditional games found in the Malay, Chinese and Indian races. At the same time, traditional games are also related to tourism because they are part of Malaysian heritage, and it is a certainty as Malaysians to maintain this valuable heritage.

According to Kamus Dewan Bahasa dan Pustaka edition fourth "Traditional" relating to, characteristic of, or according to tradition: in old literature style of language and patterned technique. a society that practices a way of life that has been passed down through generations; the traditionality of the state or traditional nature: that is what is praised and adored by foreigners.

Malaysia is a nation rich in culture and heritage because of its multi-racial society that consists of different ethnic groups. Part of this rich cultural heritage are the various traditional children's games that have existed for a long time, such as Congkak (filling the wooden board), Batu Seremban (tossing the stones), Sepak Takraw (kicking the rattan ball), Gasing (spinning top), Wau (kite flying) and many more. However, with the development of digital technologies and the impact of globalization, traditional children's games that were once very popular in our society are now slowing fading away.

Most people who are "blind" have at least some usable visions that can help them move in their environment and do things in their daily lives. For blind people, they need help in terms of information and assistance to enable them to participate in enjoying nature and cultural heritage.

The blind people need a book or material in braille in order to get information. It is a system of writing for the blind that uses characters made up of raised dots. It is a form of writing, which was invented by Louis Braille.

Therefore, it would be better to produce innovative tourism products to help this group because of the lack of reading materials with factual concepts about the heritage found in tourism. Almost people are aware of traditional games, but not everyone is aware of how to play or the rules to follow. As a result, this braille book is the most recent innovation with a dual function, namely, normal text and braille text printed on top of the normal text to allow normal people to read it. This braille book contains information about traditional Malays, Chinese, and Indian games. This is also an innovative way to promote Malaysian heritage and preserve Malaysian tourism.

3. METHODOLOGY

The method that has been chosen is the qualitative method which is data collection through interviews and observation. Emphasis on qualitative methods allows to explore ideas and further explain quantitative results. While quantitative data collection retrieves numerical data (what, where, when), qualitative data, often presented as narratives, collect individual stories and experiences. Primary and secondary data were used for this research. Primary data is a type of data that is collected

by researchers directly from main sources through interviews, surveys, experiments. Besides, primary data are usually collected from the source where the data originally originates from and are regarded as the best kind of data in research. Secondary data is the data that has already been collected through primary sources and made readily available for researchers to use for their own research. It is a type of data that has already been collected in the past.

For this study data has been obtained through an interview conducted at Malaysian Blind Foundation which located in brickfield Kuala Lumpur with five respondents involved to gain insight into the braille book products produced. All the interviewee holds different position in the organization, therefore they view are from difference perspective starts from top management to technician as well as member of the foundation.

Question develop based on the objective for this study. During interview session all interviewee were asked the same question and all respond were recorded using recorder and some respond recorded manually.

4. FINDINGS

This study using qualitative method. Sets of interview questions that cover all the objective that wanted to be achieved were prepared. During the session, the interview was recorded with the permission of the participants throughout the session. The interview lasted about 30 to 50 minutes. At the same time, interviewer jotted down note in order to assist in the accuracy and transcription. Then the data obtained were transcripts. The process of analysis was conducted manually without using any software.

For the first objective which aim to give an alternative for blind person to get information about traditional games, most interviewee agreed that this book will give them benefit in term of giving alternative source form them to get information, especially in traditional game. One of the respondent mentioned as follows;

"In my opinion, it is definitely appropriate to publish this book because this is an alternative for blind people to get information sources. Besides, if we have been publishing braille books, there is still no braille book that has information about traditional games. Therefore, I very much agree with this project to publish a braille book. I'm sure this book will also bring many benefits to the readers".

(Source: Respondent 1)

Another respondent also added;

"I also agree because not all of us know about traditional games. There are some traditional games that we do not know".

(Source: Respondent 2)

Furthermore, this book also can be distributed to special education school as reading material or even can be add to their syllabus. One respondent respond as below;

"In my opinion, these books can also be placed in Special Education Schools as learning resources and reading materials for students".

(Source: Respondent 3)

“Furthermore, this book can be used in co-curricular classes for students at school during co-curricular class periods. I am sure that the students will enjoy learning about traditional games because no child dislikes games. Following that, we can see the students’ abilities in traditional games.”

(Source: Respondent 4)

Second objective for this study is to create awareness among communities, government agencies and the private sector towards Malaysian traditional games for the blind. The question given is related to whether it is important to ensure that traditional game information reaches people with disabilities? The next respondent gave the opinion that it should be important for this information to reach the blind people because this is a source of knowledge for them. These supported with statement from the respondents as follows;

“There are many facilities available only to normal people, but fewer for People with Disabilities (OKU). We don’t want to seek society’s sympathy because we can live our daily lives independently. It’s just that the community is sometimes overlooked. With this innovation I’m pretty sure will create awareness among stakeholder”.

(Source: Respondent 1)

“There is a lot of progress and development made specifically for normal people but forgetting to make improvements and also development and make also for the visually impaired people. Small changes will at least make some improvement”

(Source: Respondent 2)

“The group of people with disabilities is often overlooked by society. I’m hoping that with this little effort will can be”

(Source: Respondent 5)

The third objective for this study is to preserve Malaysian traditional games which received positive respond by the interviewee. It is important to ensure Malaysian not to forget their culture because it is a national treasure. Exposure need to be natured since in the early age to ensure they value the culture. The innovation of Braille Classic Game Book will bring new generation especially the blind familiar with own culture and at the same time will preserved them. These in line with the responds given by the respondents;

“For me it is very appropriate for us as Malaysians to preserve our heritage so that it is not forgotten”.

(Source: Respondent 1)

“I agree if we don’t preserve our heritage like traditional games. The younger generation will not know that our country has a unique traditional game. If they don’t know, how can they be interested”.

(Source: Respondent 2)

“I also agree that this book is published because, not only the younger generation will not know about traditional games, but even society can also forget about traditional games because of the increasingly advanced and modern era.”

Another respondent added;

“I also agree, if we don’t preserve our heritage, who else will dignify it. Therefore, I strongly agree to publish this book”

(Source: Respondent 4)

“Heritage such as traditional games should be dignified because they symbolize our culture. Therefore, we should be proud of our unique art heritage, we should sustain this heritage in tourism”

(Source: Respondent 5)

5. DISCUSSION

According to the findings for this study, Braille Classic Game Book received very positive feedback from all the respondents which reflect all three objectives can be achieved. The innovation of this book will definitely give people with disability (blind) an option in searching information regarding traditional game. Before, they might be just listen to a radio or other hearing material, but this time they have alternative way which is reading using braille book. The creation of this book also will enhance all stake holder in putting more effort for this particular group in reaching information about culture. Furthermore, awareness might enhance all party to collaborate in term of idea and budget to produce more braille book in future. Continues effort will foster culture sustainability in making sure all generation especially to the blind to get information about Malaysian traditional game.

6. CONCLUSION

In conclusion, this innovative product is very useful in assisting the blind in obtaining and accessing information about Malaysian heritage. Braille Classic Games Book reveals information about traditional games. Through the production of this product also proves that promoting and preserving tourism can be done in various ways. Furthermore, the national heritage will always be preserved, and the younger generation will be able to carry on the tradition in the future.

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