

**Universiti Teknologi MARA**

**Decision Support System for Game Selection**

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**Thesis submitted in fulfilment of the requirements for Bachelor of  
Computer Science (Hons)**

**Faculty of Computer and Mathematical Sciences**

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## **SUPERVISOR'S APPROVAL**

### **DECISION SUPPORT SYSTEM FOR GAME SELECTION**

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This report was prepared under the supervision of the project supervisor, P.M Zaidah Ibrahim. It was submitted to Faculty of Computer and Mathematical Science and was accepted in partial fulfilment of the requirements for the degree of Bachelor of Computer Science (Hons).

Approved by

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JULY 28, 2015

## **STUDENT'S DECLARATION**

I certify that this report and the project to which it refers is the product of my own work and that idea or quotation from the work of the other people, published or otherwise are fully acknowledge in accordance with the standard referring practices of the discipline.

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## ABSTRACT

Games have been in our life throughout human history and it is still evolving. With the technology that we have now, games are becoming more interesting to play with than before. But then, with too many games to choose from, gamers have problems in choosing the suitable and fun games for them to play with. This indecisive decision is becoming more challenging for new gamers. Purchasing a non-interesting game is such a waste of money and time. Thus, this project develops a decision support prototype that assists gamers in selecting the suitable games based on the type and genre of the games. The construction of the rules for decision making is provided by an expert in games. The method that is being used in this project is rule-based expert system. Since human is always uncertain with their selections, Certainty Factor is integrated in this prototype where it accepts user's uncertain decision and it is being transformed into ambiguous word that is associated with the decision making. This project can be improve to obtain more accurate result. The choice and the parameter given to the user can be added more so that user can answer them with more detail and specific what kind of game that they really interested.

**Keyword:** *games, decision, expert system, rule-based, uncertainty, expert.*