UNIVERSITI TEKNOLOGI MARA

Exploration of Historical Malacca: Through The Use of 3D Game Simulation for the Learning of History Subject for KBSM.

by

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ABSTRACT

The history subject had been observed as a boring subject to almost every student in this world. Having to read and just listening to the teacher's teaching is not interesting and the student is also passive.

The objective of study is to investigate the potential of the 3D game simulation as to supplement the traditional teaching method and to generate student interest in learning of history subject for KBSM.

The potential of the computer games and simulation has not been embedded into the mainstream education. Even though there are many computer games being developed for education but mainly focus into commercial aspect and did not really engaged with educators.

With leading-edge technologies and the rapid deployment of computer games engine could lead to new learning pedagogies in education especially to the history subject. This is because 3D game simulation have the ability to empower the learning process to the student as it could provide substantial impact to history subject by allowing the student to discovery, exploration and evaluate the data, by personally experiencing the events virtually. This could help the student to generate further understanding of historical event.

The research findings supports the hypothesis that the use of 3D game simulation format for history subject could stimulate physical response to the player or student as many had claimed that they feel immersed into the virtual world when playing the game. Result from the experiment proves that computer games can provides a significant learning advantage to the student and helps to arouse the students interest to learn history subject.

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CHAPTER - *One* : INTRODUCTION

1.0   Education System in Malaysia

Education in Malaysia has long-term vision in line with the "Vision 2020" led by former Prime Minister, Datuk Seri Dr Mahathir Mohammad *"which calls for sustained, productivity-driven growth, and which to be achievable only with a technologically literate, critically thinking workforce prepared to participate fully in the global economy of the 21st century."* [MOE, Chan Foong-Mae, ICT in Malaysia Schools: Policy and Strategies] Looking back to the historical background, the Malaysian education system is broadly modeled from the United Kingdom education systems of which starting from kindergarten until higher education.

The Malaysia Ministry of Education is responsible in drawing up the National Education Policy based on the National Ideology or commonly referred to as the "Rukunegara" adhering to Malaysia's aspiration of unity and development.

Underlying the objectives of Rukunegara is to develop a united nation within a plural society; to develop a democratic society through a constitutionally elected Parliament; to develop a just society with equal opportunities for all; to develop a liberal society of diverse cultural traditions; to develop a progressive society oriented towards science and modern technology.