Universiti Teknologi MARA

Comparing Between Puzzle, Platform and Adventure Game Approaches in Delivering a Story for Children

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ABSTRACT

A lot of researches have been done on different approaches in delivering a story which are by using storytelling, storybooks or reading materials, TV program or video and other approach. However, there are a lot of issues are found by using these approaches. These approaches have their own drawbacks and weaknesses in delivering stories. Therefore, this paper proposes the use of game approach in delivering a story. Game is being chosen as an approach for this project as it is the fundamental to Generation Y which mostly consists of the youngsters nowadays. This generation is known to live with technologies as they are the media-focused generation. This project will be targeted to homogeneous group of 10 years old children which has same characteristic, same cognitive level or way of thinking and same background. Generally, the purpose of this project is to identify the most suitable game approach between three different types of game which are puzzle, adventure and platform game in delivering a story for children. The method that will be applied in the development phase of this project is Digital Game Based Learning (DGBL) model. Hopefully, this paper will help the reader and the user to understand and get influenced on the importance of game as the approach in delivering a story.