UNIVERSITI TEKNOLOGI MARA

GAMIFICATION OF DRIVER'S LICENSE "FUN TRAFFIC SIGNS"

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Thesis submitted in fulfilment of the requirement
for Bachelor of Information Technology (Hons.)
Faculty of Computer and Mathematical Sciences

AUGUST 2015

ACKNOWLEDGEMENT

ABSTRACT

Today, Driver's License is important to maintain the driver's discipline and safety. Driver's License is needed for all people who want to drive a car on the road. Currently, the learner has difficulties in learning Driver's License. This is because they need to attend theory class for 5 hours and it is bored with them. Besides that, Learner has difficulties to revise back what they have learned because they need to learn hundred pages in Road Transport Department Malaysia book. To handle this situation, the current system needs to change to Technology. This research proposes is to develop a mobile application that can make the user learn Driver's License. The concept that being applied to the mobile application development is gamification. "Fun Traffic Signs" focus on two signs which is prohibition and dangerous traffic signs. It only has one language which is in Malay language. User can use this application without time and space limitation. "Fun Traffic Signs" had been developed using the Mobile Application Development Life Cycle methodology framework because it focuses on deployment in smart phones.To fulfill the requirement about this project, the questionnaire are distributed to the 50 respondents at age 17 to 40 in the section 7 area. The purpose of the questionnaire is to identify the requirement needed to design "Fun Traffic Signs". On future works this project can focus to five types Traffic Signs which is dangerous, prohibition, mandatory, notifies and temporary Traffic Signs and can focus to develop more challenge games for the learner to improve their critical thinking.

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