

UNIVERSITI TEKNOLOGI MARA

**A GAME-BASED LEARNING STRATEGY
FOR LEARNING JAWI ON
SONY PSP (PLAYSTATION PORTABLE)**

LIZA BINTI DARIMAN

**BACHELOR OF SCIENCE (HONS.) INFORMATION SYSTEM
ENGINEERING
FACULTY OF COMPUTER AND MATHEMATICAL SCIENCE**

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ABSTRACT

Jawi is a subject that is thought to the preschoolers as a basic before they learn Arabic language. The preschoolers learn about the Jawi alphabets and simple word. Sony PlayStation Portable or Sony PSP is a handheld game console released and manufactured by Sony Computer Entertainment. A game-based learning strategy for Jawi learning on Sony PSP is a research project that focuses on the user requirement of the topic. This research takes consideration all issues related to the game-based learning as a method of learning, Jawi subject for preschoolers, and Sony PSP which is the game console that is used for learning. The scope of this project is to purpose a game-based learning strategy for learning Jawi on Sony PSP based on the requirements of Jawi learning for the preschoolers and the Sony PSP features. Even though courseware is used for learning, this research purpose a new approach using portable game console, Sony PSP to make learning process more interactive and fun. Besides, other than computer game courseware, Sony PSP offers portability for its users in term of size and weight. The method of this research is to identify and analyze the information gathered from the primary data collection which is interview and secondary data collection which is review on the literature. Then the research will purpose a game-based learning strategy for learning Jawi on Sony PSP based on the analysis.

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CHAPTER 1

INTRODUCTION

1.1. Research Background

Ability to learn is one of the basic skills for success in the knowledge. Learning is an active process where the learner develop their knowledge by select and transform information based on their mental action. Then intelectual activity will be formed. Learning is also defined as a change in behaviour (Birkenholz, 1999) which is illustrate how people implement their skills and knowledge.

Educational game or game-based learning is an application using the characteristic of video and computer games to form an attractive learning experience for delivering specified learning goals, outcomes and experiences (Freitas, 2006). Recently, there are many games that adopt the game-based learning activity (Hsu, et al, 2008). As a result, children can learn happily without frustration in the learning process in future.

The Sony Portable Play Station (officially abbreviated as PSP) is a handheld game console released and manufactured by Sony Computer Entertainment. PSP is a device that has mobility, multimedia functions and computing power. In the other hand, most of the PSP features make it a suitable handheld console for educational learning. By using PSP, people can learn knowledge anytime anywhere (Hsu, et al, 2008).

Jawi is a script derived from Arabic alphabets and adopted for the use of Malay language writing (Mohammad Faidzul et al, 2008). The Jawi alphabet contains 35 basic characters. 28 of them are similar to Arabic