UNIVERSITI TEKNOLOGI MARA

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FACULTY OF ELECTRICAL ENGINEERING

FINAL REPORT:

ATTRACTION LEARNING BY USING BOARD GAME

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ABSTRACT

Many board games involve both luck and strategy. But an important feature of them is the amount of randomness/luck involved, as opposed to skill. Some games, such as chess, depend almost entirely on player skill. But many children's games are decided purely by luck: for example, Candy Land and Snakes and Ladders require no decisions by the players. .The aims of the project is to create a fun thus attraction to all students electrical to learnt and understands more about electrical subject. Besides that, to make this project perfectly work, the basic of logic control need to be learnt and understand the concept of logic gate. On this project, the IC 555 timer and IC 4017 are uses to make the circuit run smoothly. The IC 555 timer generate clocks from the Q' (negative output) of SR latch. SR flip flop input which is 'Set' and 'Reset' are connected with output from 2 comparator. There are a lot of contributions of this project, especially when students are really enjoying the board game because of the rules and the excitement of the game's concepts. At the same time, the student can truly understand and interested to learn more about electrical subject. The main idea of this project is to make the board game's become more interesting than the others board game because of the digital dice device that make the game seem legit. Besides that, the rules of this game also make the game's more challenge for student to explore, this is because the questions are kind of difficult to answer.

CHAPTER 1

INTRODUCTION

1.1 Introduction of the Project

This project is about the university level board game that conclude electrical design system. Student obviously have difficulty to learn the electrical subject in class which is kind of bored. So we create something that can attract students to learn electrical subject using our devices.

1.1.1 Why using a board game?

Many board games involve both luck and strategy. But an important feature of them is the amount of randomness/luck involved, as opposed to skill. Some games, such as chess, depend almost entirely on player skill. But many children's games are decided purely by luck: for example, Candy Land and Snakes and Ladders require no decisions by the players. A player may be hampered by a few poor rolls of the dice in backgammon, Risk, Monopoly, or cribbage, but over many games a skilled player will win more often. While some purists consider luck to be an undesirable component of a game, others counter that