Universiti Teknologi Mara

DEVELOPMENT OF A GAME-BASED KOMPANG

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ABSTRACT

Kompang is a well-known traditional instrument among the Malay people at wedding ceremony. Nevertheless, young generations are getting forgotten about Malaysia classical instrumental music. Children and teenagers have lost their interest towards our socio-cultural heritage. The change of western culture among youngsters has impacted their mindfulness towards western music as opposed to traditional music. This project aims to develop a mobile game that allow player to experience Malaysian traditional music instrument and hopefully it will become popular again among young generation. Therefore, the primary aim of this project to identify elements of physical kompang in order to transform to game-based kompang. Then, based on the elements, a digital kompang will be developed on mobile gamification platform. In this project, Waterfall Model of System Development Life Cycle (SDLC) has been used as methodology for developing the game. The game is tested in relation to its functionality and usability. This methodology will support to design and develop game-based kompang. The prototype is developed by using XCode. Respondents comprise young age, game developers allowing them to play games and followed by answering some questionnaires. There were 5 respondents who were asked to be respondents and they were randomly selected. They are average age of 19 to 24 which was very important to get more accurate results. The result shows that almost the respondent agreed mean that this project meet its objective. This research was crucial to attract all users especially the teenagers. This project will benefit the younger generation in the community to aware of our traditional musical instrument as part of our heritage culture.

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