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# i-JAMCSIIX 2022

International Jasin Multimedia & Computer Science Invention and Innovation Exhibition

## ABSTRACT BOOK

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**In Partnership:**



Tadulak● University

<https://jamcsiix.wixsite.com/2022>

# **i-JaMCSIIX** **2022**

International Jasin Multimedia & Computer Science Invention and Innovation Exhibition

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i-JaMCSIIX

Universiti Teknologi MARA Cawangan Melaka Kampus Jasin

77300, Merlimau, Melaka

Web: <https://jamcsiix.wixsite.com/2022>

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# Learning Corpse Handling for Primary School Students using Game-Based Learning

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JM026 – Innovation – Local – Category C: Students - UiTM Melaka

***Abstract***—Muslims have an obligation to other Muslims to help in the final funeral process, starting from bathing, mourning, praying, to burying (Fatimah, Satria, & Andriyani, 2019). Corpse handling is a subject that is rarely learn by Muslims nor a favoured subject to be learned. It is true that someday that we will also die. But that does not mean that we can look down on the subject. So, it is our duty as a Muslim to learn corpse handling process until burial. From the survey that has been conducted among the students, there are three (3) main issues that must be solved which are the students have problem to remember the steps needed to perform corpse handling, learning corpse is less enjoyable, and it is not often that the students can practice corpse handling as it only occurs when a person dies. Due to this, the main purpose of this project is to design and develop a game-based learning to practice handling corpse for primary school students. The proposed solution was tested using a functionality testing strategy to assess the system functions while learning Corpse Handling through game-based learning. The results of the study revealed that the designed system passed all the testing and all the functionality of the project seems to work. The player can navigate around the area, collect item and interact with NPC.

***Keywords***—*game-based learning, corpse handling, RPG*