

UNIVERSITI TEKNOLOGI MARA

**THE ADAPTATION OF
NUJUM PA' BLALANG (1959) AS
VIRTUAL GAME ELEMENTS**

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Thesis submitted in fulfillment
of the requirements for the degree of
Master of Artistic and Creative Technology

Faculty of Film, Theatre and Animation

March 2019

ABSTRACT

The aim of this research is to adapt the film *Nujum Pa' Blalang* (1959) as a virtual game content. In many years, there are many games adapted from film. Derived from local folklore, the film director, P. Ramlee, adapted the local folklore into the film *Nujum Pa' Blalang*. The film *Nujum Pa' Blalang* has been awarded both internationally and locally. This research applies a qualitative approach. Two questionnaires were distributed to respondents between 19-25 years old to discover their preference based on the highest five selection scenes of film *Nujum Pa' Blalang* as the foundation of the study. The study uses a template developed by Järvinen (2008) as an instrument to analyse game elements and propose the use of game mechanics based on the top five scenes chosen by the respondents towards the film *Nujum Pa' Blalang*. The research has discovered the game elements and has formulated the model of the game mechanics based on the five scenes of film *Nujum Pa' Blalang*. This research hopes to contribute in assisting during the critical process of pre-producing games in adapting films to games. The findings of this study will contribute in providing methods in finding the virtual game elements based of films derived from local culture, as it will be beneficial to the local heritage and the development of Malaysia's creative industry.

ACKNOWLEDGEMENT

Firstly, I wish to thank Allah for giving me the opportunity to embark on my Master journey. My gratitude and thanks goes to my supervisor; Dr Wan Aida binti Wan Yahaya. With her ultimate patient and passion guidance, I managed to complete the thesis. Thank you to my co-supervisor; Miss Siti Hajar Aznam assisting and keep motivating me along the journey.

This thesis is dedicated especially to my parents as their present for always be beside me, keep supporting and motivating me in completing this thesis. Without both of you, I will not be here. Thank you to my brothers and sister for keep supporting me. Alhamdulillah.

Next, my appreciation goes to all the assistance of my close friends, friends and colleagues for helping me with this thesis directly or indirectly until I could complete this thesis.

Thank you also to all the respondents that contribute for my research study.

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CHAPTER ONE

INTRODUCTION

1.1 Research Background

The aim of this research is to adapt the film *Nujum Pa' Blalang* (1959) as virtual game elements. The explanation of the relationship between 'game' and 'film' diverse among gamers, game designers and game scholar. In fact, there are many games are adapted from film such as *Batman Begins* (2005), *School of Dragons* (2014) and *Rise of the Gunters* (2018). Until today, there are still demands for game based film because the original film has its own followers. However, in Malaysia, there are still less researches made on the adaptation of game which based on the local content. As a subject matter of this research, *Nujum Pa' Blalang* (1959) is in a 'form' of film. Since the core of this research is the adaptation of film *Nujum Pa' Blalang* (1959) into a virtual game element, so what are the elements need to inserted as consideration for adaptation from a film to a game elements? In addition, what is the element of game as 'tools' in the gameplay of *Nujum Pa' Blalang* (1959)?

What is a game? A game has been defined in various resources. Most of the researchers have different approach in defining 'game'. Based on the definition by Oxford Dictionary, a 'game' is an activity that engages in for amusement or fun (Oxford University Press, 2018). Nevertheless, there are many types of games. It could be board games, sport games or even video games. Rather than finding a common core for all games, Arjoranta (2014) suggests, it is more useful to look the resemblance of family, the connection features, but not necessary in defining game (Arjoranta, 2014). His suggestion is much more practical in defining 'Game' in this context. In this research, the approach is plays important part on the medium of 'video game'. Merriam-Webster has defined video game as a game played with images on a video screen (Merriam-Webster, 2018). Moreover, the advantage of video games is; it could be accessed everywhere with any digital devices.

Let us look to the definition of 'virtual'. Virtual is defined in Collins English Dictionary as having the essence or effect but not the appearance or form (Dictionary.com, 2017). Relatively, 'virtual' is slightly when we could feel the 'presence' but this 'presence' is not in the form of physical. When we talk about 'virtual