

UNIVERSITI TEKNOLOGI MARA

**GETTING ON A PLANE: FLIGHT
ORIENTATION FOR CHILDREN
USING ROLE-PLAYING GAME**

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ABSTRACT

Children, especially those under the age of seven years old may face anxiety when they are faced with unfamiliar and intimidating situations. In reducing medical fears among children, one of the techniques that was found helpful was to prepare the young patients on their hospital journey even before they arrive at the hospital. Like undergoing medical procedures at hospitals, going on an aviation trip can be scary for children. Airports with its many people, loud noises and security checkpoints can be frightening and confusing for young travelers. Additionally, getting on the airplane for the first time may also be fear inducing. An application to prepare children before going on airplane trips may be helpful in reducing aviation anxiety. Therefore, a game has been developed allowing children to virtually experience going on an airplane trip. The player of the game is given control of a character that starts the journey from arriving at the airport. This implementation of Role-Playing Game technique allows player to experience all the procedures and situations of an airplane journey. By playing this game and completing its missions, children are given a preview on what to expect from their upcoming airplane trips. Therefore, it may help in reducing their anxiety when the time to go through an aviation journey arrives. The game will test by usability to children by given this project game which can find weakness of this game. Research Methodology that been used is ADDIE model.

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