

## **Embracing Islamic Values Through Metaphorical Exploration “Village Of Virtues: Quest For Light”**

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### **Abstract**

Teaching complex Islamic concepts in a virtual environment often lacks depth and resonance. Addressing this challenge, we present "Village of Virtues: Quest for Light," a transformative Roblox game that employs powerful metaphors to guide players through a virtual exploration of Islamic values. The game cleverly uses light and darkness to depict good deeds and sinful behaviour, while a resilient tree with deep roots that symbolises a high level of taqwa. Thunderstorms represent life's internal struggles, while obstacles in the journey represent devil's temptations in life. By merging metaphors with interactive gameplay, "Village of Virtues: Quest for Light" fosters a deep understanding and emotional connection. This gamification approach spotlights the game's potential to revolutionise education, specifically in teaching complex ideas or abstract concepts, bridging metaphor usage with immersive experiences.

**Keywords:** *Islamic values, gamification, metaphors with interactive gameplay*

# EMBRACING ISLAMIC VALUES THROUGH METAPHORICAL EXPLORATION

## *The Village of Virtues: Quest for Light*

### ABSTRACT

Teaching complex Islamic concepts in a virtual environment often lacks depth and resonance. Addressing this challenge, we present "Village of Virtues: Quest for Light," a transformative Roblox game that employs powerful metaphors to guide players through a virtual exploration of Islamic values. The game cleverly uses light and darkness to depict good deeds and sinful behaviour, while a resilient tree with deep roots symbolises a high level of *taqwa*. Thunderstorms represent life's internal struggles, while obstacles in the journey represent devil's temptations in life. By merging metaphors with interactive gameplay, "Village of Virtues: Quest for Light" fosters deep understanding and emotional connection. This gamification approach spotlights the game's potential to revolutionise education, specifically in teaching complex ideas or abstract concepts, bridging metaphor usage with immersive experiences.

1

### OBJECTIVE:

The primary objective of this game is to employ virtual game and interactive metaphors making the learning experience more engaging and immersive, and helping students to internalise the Islamic values in a more meaningful way.

2

### ADVANTAGES:

Educators can utilise the game to impart intangible Islamic values (e.g., *taqwa*, *sabr*, *tauhid*) that can be challenging for students to grasp directly. Through metaphorical representations, these values become more relatable and meaningful, bridging the gap between complex concepts and students' level of comprehension. The game can be downloaded via laptop, smartphone or tablet/ipad.

3

### NOVELTY:

Introducing a novel dimension, Roblox offers an innovative and immersive approach to teaching. By employing metaphorical representation (e.g., mountain climb internalising the concept of *sabr* or obstacles that are faced along the journey representing devil's temptations in life) in the virtual game, players gain a tangible understanding of the Islamic values in an interactive way.

4

### COMMERCIALISATION POTENTIAL

Educators can employ this virtual platform as an interactive tool to assess students' comprehension of Islamic concepts. Moreover, its adaptable design can extend to complex topics across various subjects (e.g. Science, English, Economics) showcasing its versatility and potential as an innovative pedagogical approach beyond Islamic teachings. Partnerships with educational institutions and Islamic organisations enhance its impact and success on Roblox and beyond.

5

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**SITI BASRIYAH SHAIK BAHARUDIN**  
Timbalan Ketua Pustakawan

*nar*

*Setuju.*

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