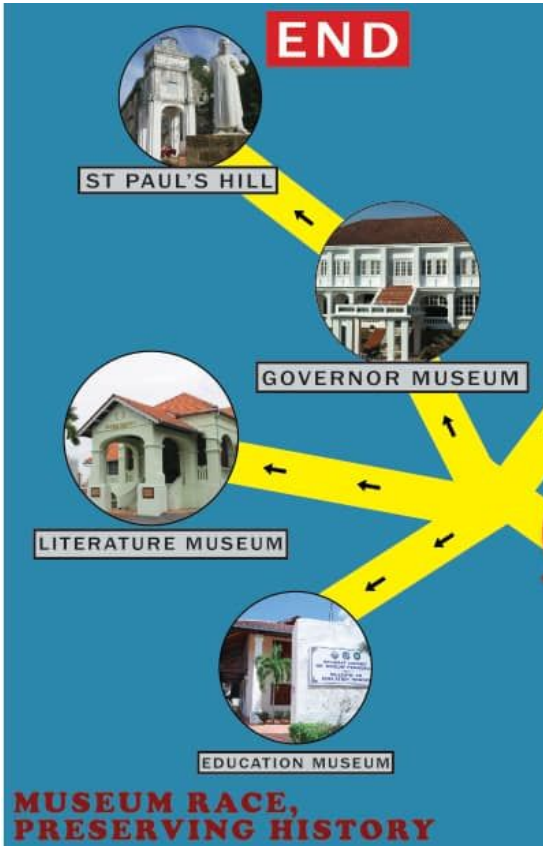




## BORANG INVENTORI PROJEK PELAJAR

PERKARA	MAKLUMAT INFORMATION
Program <i>Program</i>	DUP5
Jabatan <i>Department</i>	PERLANCONGAN DAN HOSPITALITI
Semester/ Tahun <i>Semester/ Year</i>	LIMA
Tajuk Projek <i>Project Title</i>	TO PROPOSE "MUSEUM RACE,PRESERVING HISTORY" AT STADHUYS MUSEUM COMPLEX AS A NEW EXCITING ACTIVITY
Jenis Projek <i>Type of Project</i>	PENYELIDIKAN
Kategori Kluster Penyelidikan <i>Category/ research Cluster</i>	SAINS SOSIAL
Ahli Kumpulan <i>Group member</i>	1. AIMAN NAIM BIN HANIS 990901-10-7143 2. AIMI NAFISAH BINTI RAZALI 970401-10-7050 3. YASMIN WANI BINTI JAMAL 970611-14-5506 4. SITI EZZATUL HANIM BINTI YAZID 970820-56-5224 5.
Penyelia <i>Supervisor</i>	ZURAIDA BINTI YAACOB 800416-03-5182
Penyelia Bersama <i>Co-Supervisor</i>	
Abstrak <i>Abstract</i>	<p>Museum Race is a proposed exciting activity at the Stadhuys Museum Complex. The museum involved are History and Ethnography Museum, Education Museum, Museum of Literature, Democratic Government Museum and Governor Museum. The problem that was found in this research is the less exciting activity in the museum and at the same time many people do not want to go to the museum. In this research, the research qualitative data method is used which is through the interview as an instrument to collect data from respondent. The respondents was museum curator and tourist. From the collected data, the researcher found that this museum race is an activity that will gives different experience to the participant. To make this museum race more exciting, the</p>

	promotion has to be done to increase participation and thus increase the number of visitor to the museum.
Keyword <i>Keyword</i> (max 5 word)	Museum, Race, Route, Gameplay, Tourist
Objektif Projek <i>Project Objectives</i>	1) Identify a suitable route for museum race 2) Create a new exciting gameplay at the museum
Skop Projek <i>Project scope</i>	Museum race at Stadhuys Museum Complex

IP No		
Dapatan <i>Finding</i> (500 words max)	From the collected data, the researcher found that this museum race is an activity that will gives different experience to the participant.	
Cadangan untuk kerja-kerja akan datang <i>Suggestion for future work</i> (500words)	The promotion has to be done to increase participation and thus increase the number of visitor to the museum.	
Gambar berkaitan projek  <i>Picture related to project</i> (700kb)		
Rating/Level	JABATAN	

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Borang ini perlu diisi oleh pelajar dan dihantar kepada penyelia/ penyelarar projek dalam bentuk hardcopy dan softcopy (borang LAMPIRAN J) dan gambar hasil projek dalam format jpeg/bitmap) bersama laporan akhir dan hasil projek.

