





BORANG INVENTORI PROJEK PELAJAR

PERKARA	MAKLUMAT INFORMATION
Program <i>Program</i>	DEV
Jabatan <i>Department</i>	PERLANCONGAN DAN HOSPITALITI
Semester/ Tahun <i>Semester/ Year</i>	LIMA
Tajuk Projek <i>Project Title</i>	MILLIONAIRE EVENT BOARD GAME
Jenis Projek <i>Type of Project</i>	INOVASI
Kategori Kluster Penyelidikan <i>Category/ research Cluster</i>	SAINS SOSIAL
Ahli Kumpulan <i>Group member</i>	<ol style="list-style-type: none"> 1. AINA NASUHA BINTI MOHAMMAD AMIN 991027-08-6562 2. NORSYARIENA BINTI KAMARUL ZAMAN 990908-08-6736 3. ADLIN ZULAIKHA BINTI KHAIRULANWAR 991105-10-5088 4. NORATIQA BINTI S.EDY PRESWANTO 990624-10-7152 5.
Penyelia <i>Supervisor</i>	DEK AFIFA BINTI NORDAN 880315-06-5940
Penyelia Bersama <i>Co-Supervisor</i>	
Abstrak <i>Abstract</i>	<p>The best thing about learning while playing was totally a good idea because of student are not to be stressful in their studies and make a new changing are good. Nowadays, it is clear that many people are addicted to online game especially teenagers. Therefore, board games can help reduce online game addiction. Using board game as a new method in learning it can help students understand what they are learning at school or university and also can help in reduce stress while study or learn new thing with fun. Board games can be used in classroom this can be a new trend in Polytechnic and many student's right now are mostly can give a totally full attention in the class because of the environment in class just focus on the slide or maybe in the book. Event Millionaire concept is a board game that</p>

	combines about game and event management courses. Method that we use is quantitative. We give 30 questionnaires to Department of Tourism and Hospitality students. Through this game respondent agree and strongly agree that this board game is suitable method to get more understand about event. Things that can be done to improve such as, to suggest creating a various size of board game.
Keyword <i>Keyword</i> (max 5 word)	MILLIONAIRE EVENT BOARD GAME
Objektif Projek <i>Project Objectives</i>	<ul style="list-style-type: none"> i. To improve the understanding about events using a board game ii. To prepare a fun and stress free board game for event's students iii. To foster the ties between players while playing the board games
Skop Projek <i>Project scope</i>	STUDENTS OF DEPARTMENT TOURISM AND HOSPITALITY

IP No		
Dapatan <i>Finding</i> (500 words max)	Method that we use is quantitative research which is questionnaires. We give 30 questionnaires to Department of Tourism and Hospitality students. Through this board game respondent agree and strongly agree that this board game is suitable method to get more understand and get more knowledge about event.	
Cadangan untuk kerja-kerja akan datang <i>Suggestion for future work</i> (500words)	<p>Based on the findings, there are some suggestions that we can do in order to improve and enhance the amount of quiz and chance on the board.</p> <p>There are a few suggestions of things that can be done to improve such as, to suggest creating a various size of board game. Our board game is not the usual size like Monopoly board game. This is because the spaces on the board are too small.</p> <p>Next, to suggest creating international places that organize an event so that students will knows the places at international too and not only in Malaysia. We need to consider it since not every student have opportunity in having vacation at international and visits all the places.</p> <p>Lastly, to suggest using glossy paper for the money, quiz and chance cards. This is because the money and the cards are easily get torn while playing. With using the glossy paper, the money and the cards can be uses in long time and not easily get torn while playing the Millionaire Event board game.</p>	
Gambar berkaitan projek <i>Picture related to project</i> (700kb)		

Rating/Level	JABATAN	

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

