

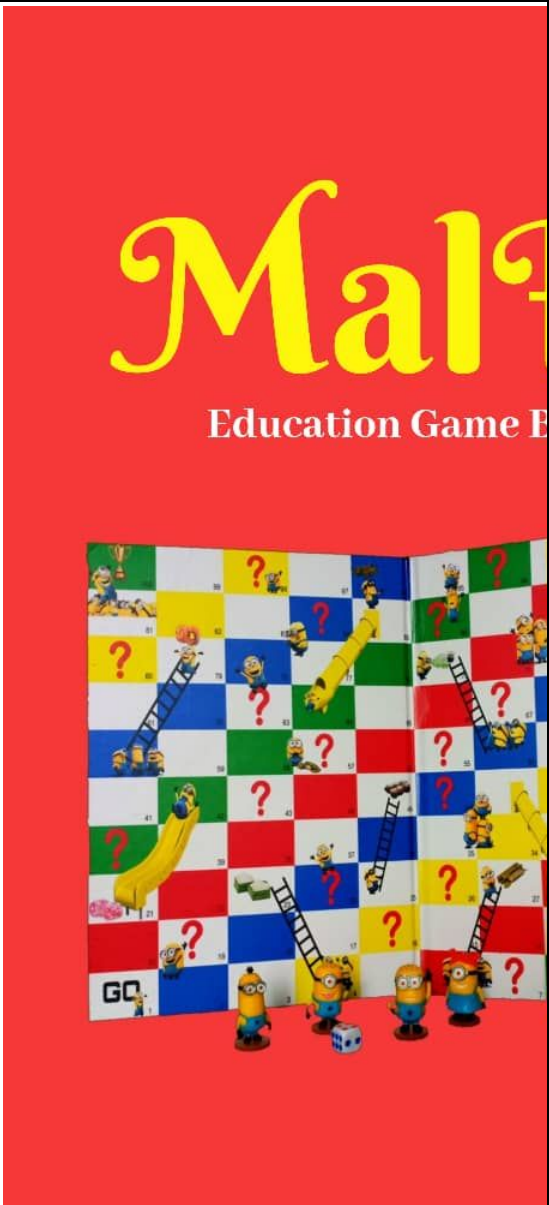


BORANG INVENTORI PROJEK PELAJAR

PERKARA	MAKLUMAT INFORMATION
Program <i>Program</i>	DUP
Jabatan <i>Department</i>	PERLANCONGAN DAN HOSPITALITI
Semester/ Tahun <i>Semester/ Year</i>	LIMA
Tajuk Projek <i>Project Title</i>	MalFo (Malay Food Gameboard)
Jenis Projek <i>Type of Project</i>	INOVASI
Kategori Kluster Penyelidikan <i>Category/ research Cluster</i>	SAINS SOSIAL
Ahli Kumpulan <i>Group member</i>	1. .NURUL AIN ATHIRAH BINTI MOHD YUSRI 990615-01-5184 2. NURUL HUSNA BINTI MUSTAFA 990413-02-6870 3. PUTRI SORHANA BINTI MUHAMMAD SAYUTI 990331-07-7076 4. MUHAMAD AMIR FARHAN BIN SHAMSUL BAHARE 990814-08-6479 5.
Penyelia <i>Supervisor</i>	NONI LELA HAYATI BINTI AYOB 740411-01-6482
Penyelia Bersama <i>Co-Supervisor</i>	
Abstrak <i>Abstract</i>	<p>MalFo is an innovation game board which is focusing on the traditional Malay dessert. This game board were aims to give and enhance the knowledge of players on Malay traditional dessert. The selected Malay traditional dessert was chosen as an item in the game cards. The design of the board was adapted from the snake and ladder game board. Colour and characters then have been chosen to make the game board attractive. Positive responds on the effectiveness of the game board was gained among the responce. The appearance of Malay heroes wearing Baju Melayu, Baju Kurung, Tanjak and Sampin, more images of Malay dessert, cooking method and ingredient will be added to the future suggestion.</p>

Keyword <i>Keyword</i> (max 5 word)	Malay Food Gameboard
Objektif Projek <i>Project Objectives</i>	<p>a) To design an indoor learning which is more fun for students to learn about Malaysia's dessert</p> <p>b) To discover the effectiveness on information of Malay traditional dessert at MalFo among the students.</p>
Skop Projek <i>Project scope</i>	<p>The end product of this research is an educational game board named MalFo. This research is only focusing on Traditional Malay dessert by using innovated snake game.</p>

IP No		
Dapatan <i>Finding</i> (500 words max)	<p>The analysis of the questionnaires that were distributed to the respondents at Politeknik Merlimau Melaka is to test the effectiveness of MalFo in order to give knowledge and information about Malay traditional dessert among the students. The researchers obtained the data through a set of questionnaires that have three sections which is including Section A, B and C.</p> <p>In Section A, the researchers have gained the respondents' personal information. The researchers got to know the background of their respondents such as gender, age and race. The Section B was discussing about the design of MalFo so, the researchers got to know what were the respondents thinking about the design of the gameboard.</p>	
Cadangan untuk kerja-kerja akan datang <i>Suggestion for future work</i> (500words)	<p>The suggestions for improvements of MalFo are the design of gameboard need to improve by using 100% of Malay Traditional theme. For example, the researchers need to change the minion animation to Malay hero animation wearing traditional clothes such as Baju Kurung, Tanjak, Samping and Keris. Besides, the researchers need to add more images of Malay dessert to increase the Malay elements on the gameboard. The information about the methods and ingredients to cook the traditional dessert need to added more. So, the players will gain more knowledge about the methods and ingredients to cook the Malay traditional dessert.</p> <p>This is because, according to Friend Chillies Media SDN BHD, Berita Harian, the raw materials are difficult to find, the traditional way to cook the dessert is going to extinct. That's why, some improvements need to be done in terms of methods and ingredients to cook the Malay traditional dessert.</p> <p>Moreover, the questions on the question card need to be improved by using word that is easy to be understand by students. So, the students can understand and answer the question on the question card.</p>	
Gambar berkaitan projek <i>Picture related to project (700kb)</i>		

		
Rating/Level	JABATAN	

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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.

