

Original Research Paper

Permainan Berkomputer ‘Delivery Dash’ Berdasarkan Topik Asas Operasi Dalam Subjek Matematik

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Article History

Received:
03.08.2023

Revised:
19.10.2023

Accepted:
29.11.2023

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Abstrak: Mata pelajaran Matematik sentiasa mengalami anjakan paradigma apabila unsur-unsur baru dimasukkan ke dalam sukatan pelajarannya bagi memenuhi kehendak dan cabaran masa hadapan setiap pelajar. Matlamat pendidikan matematik sekolah rendah ialah untuk membina kemahiran asas mengira. Justeru itu program Matematik sekolah rendah memberi tumpuan kepada kemahiran mengira iaitu tambah, tolak, darab, bahagi dan penyelesaian masalah harian secara berkesan. Projek “DELIVERY DASH” ini telah dibangunkan untuk memberi keseronokan kepada murid untuk bermain sambil belajar dalam topik Operasi Asas dalam subjek Matematik. Setelah projek ini dibangunkan, borang soal selidik telah diedarkan untuk memastikan projek ini dijalankan mengikut spesifikasi yang ditetapkan oleh permainan komputer. Dengan pembelajaran dan pengajaran topik ini menjadi lebih menarik. Permainan ini terdiri daripada 5 peringkat. Berdasarkan hasil kajian, para pengguna berpuas hati dengan permainan komputer ini yang menjadikannya lebih mudah dan lebih menarik dalam pembelajaran untuk murid.

Kata Kunci: Borang Soal Selidik, Delivery Dash, Operasi Asas, Permainan Komputer.

Computerized Game 'Delivery Dash' Based on the Basic Topic of Operation in Mathematics Subject

Abstract: New elements are included in Mathematics subject as a syllabus to meet the future needs and challenges of each student. The goal of primary school mathematics education is to build basic counting skills. Therefore, the primary school Mathematics program focuses on counting skills, such as addition, subtraction, multiplication, division and effective daily problem solving. This project "DELIVERY DASH" has been developed to give students fun to play while learning in the topic of Basic Operations in the subject of Mathematics. After the project was developed, a questionnaire was distributed to ensure that the project was carried out according to the specifications set by the computer game. By learning and teaching these topics become more attractive. The game consists of 5 levels. Based on the results of the study, users are satisfied with this computer game which makes it easier and more interesting in learning for students.

Keywords: Basic Operation, Computer Game, Delivery Dash, Questionnaire Form.

