

Mobile Game Development for Islamic Economics Learning

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Abstract

Islamic economics is one of the academic courses which have been embedded in the education system in Malaysia. However, in general, students have difficulties understanding Islamic economics concepts in real life due to the absence of a working model. It is probably due to the less attractive dissemination of Islamic Economic Knowledge in the classroom setting. Therefore, proper understanding and interpretation through educational activities such as gamification are initiatives to increase students' motivation, encouragement, and engagement in appreciating the value of Islamic economics. Hence, this study will explore the contemporary nature of Islamic Economics by developing the Islamic Economics (IE) Game through the concept of brotherhood, accountability, and tazkiyyah with four (4) objectives outlined. The objectives outlined are related to Islamic economics concepts such as the divine sources, storyline creation of the Islamic economics game, Islamic economics gamification development, and Islamic economics gamification prototype development. Other than that, there are three (3) phases in mobile game development: content analysis, designing the low fidelity prototype, and developing the high-fidelity prototype. The end product of this study is the prototype for the Islamic Economics Game, which is suit for Android-based users. It is important to note that the end product requires further applied research to design a suitable business model before entering the industry.

Keywords: Gamification, Brotherhood, Accountability, Tazkiyyah, Edugames

1. INTRODUCTION

Islamic Economics aims at achieving al-Falah by utilizing the earth's resources through cooperation and participation for the well-being of humankind by actualizing the concept of Maqasid Shariah. One needs to understand the concepts of Islamic Economics to appreciate the working of economic activities through three sectors; namely government, private, and welfare.

Generally, students have difficulties understanding the concepts of Islamic Economics in real life due to the absence of a working model. It is due to the less attractive dissemination of Islamic Economic Knowledge in the classroom setting. Gamification is a proven method for innovative teaching and learning (Signori et al., 2018). A lot of Islamic game has been developed and commercialized for this purpose, such as Muamalat Interactive Game (Shahwan, S. et al., 2015), Global Halal Game (Ab Rahman & Asman M. N., 2019), and Global Waqf Game (Suhaimi, F. M., & Rahman, A. A., 2018) developed by Universiti Sains Islam Malaysia. However, all of it concentrated on conventional instruments.

The conventional teaching method is also one factor that makes the students feel bored and demotivated, which lacks appreciation in applying the concepts. A new teaching approach to attract current generations interested in Islamic economics subjects needs to be introduced. Therefore, the development of proper understanding and interpretation through educational activities such as gamification is one of the initiatives to increase students' motivation, encouragement, and engagement in appreciating the value of Islamic economics.

Hence, this study will explore the contemporary nature of Islamic Economics by developing the Islamic Economics (IE) Game. This game is expected to understand better the implementation of Islamic Economics in the three sectors mentioned above. In addition, this research leads to innovation and commercialization through the development of the Islamic Economics game.

2. OBJECTIVE

The objectives of this research are as follows:

1. To determine the relevant Islamic economics concepts from divine sources.
2. To create a storyline for the Islamic economics game.
3. To develop Islamic economics gamification based on the storyline.
4. To develop the prototype of Islamic economics gamification.

3. NOVELTY & INVENTIVENESS

Educational game based on a storyline brings a new light to gamification assessment for the student understanding of the Islamic Economic. It is the first mobile application in this domain developed based on gamification concepts and narrative game-based learning. The storyline creation based on three (3) pillars of the Islamic Economic concept, such as brotherhood, accountability, and tazkiyah, is another novelty for this mobile application.

4. PRACTICALITY & USEFULNESS

The mobile application is PlayStore ready for all Android users by searching “Discover Islamic Economics 1.0”. It can be downloaded anywhere and anytime through Internet connectivity. Other platforms, such AppleStore, and HUAWEI AppGallery are under the researcher's consideration in future development.

5. CONCLUSION

The storyline for the Islamic economics game is developed based on divine sources, transformed into a real-life scenario. There are nine scenarios developed for this game where three different scenarios for each concept:

- i. Brotherhood
The scenario of helping others in hardship, respect others during buying and selling, and assisting others to be self-dependent.
- ii. Accountability
It relates to the scenario of honesty of a businessman and forbids hoarding activities.
- iii. Tazkiyah
It relates to the purification of wealth, i.e., tax and zakat, price determination, and transparency.