# IMPACTXCHANGE HACKATHON
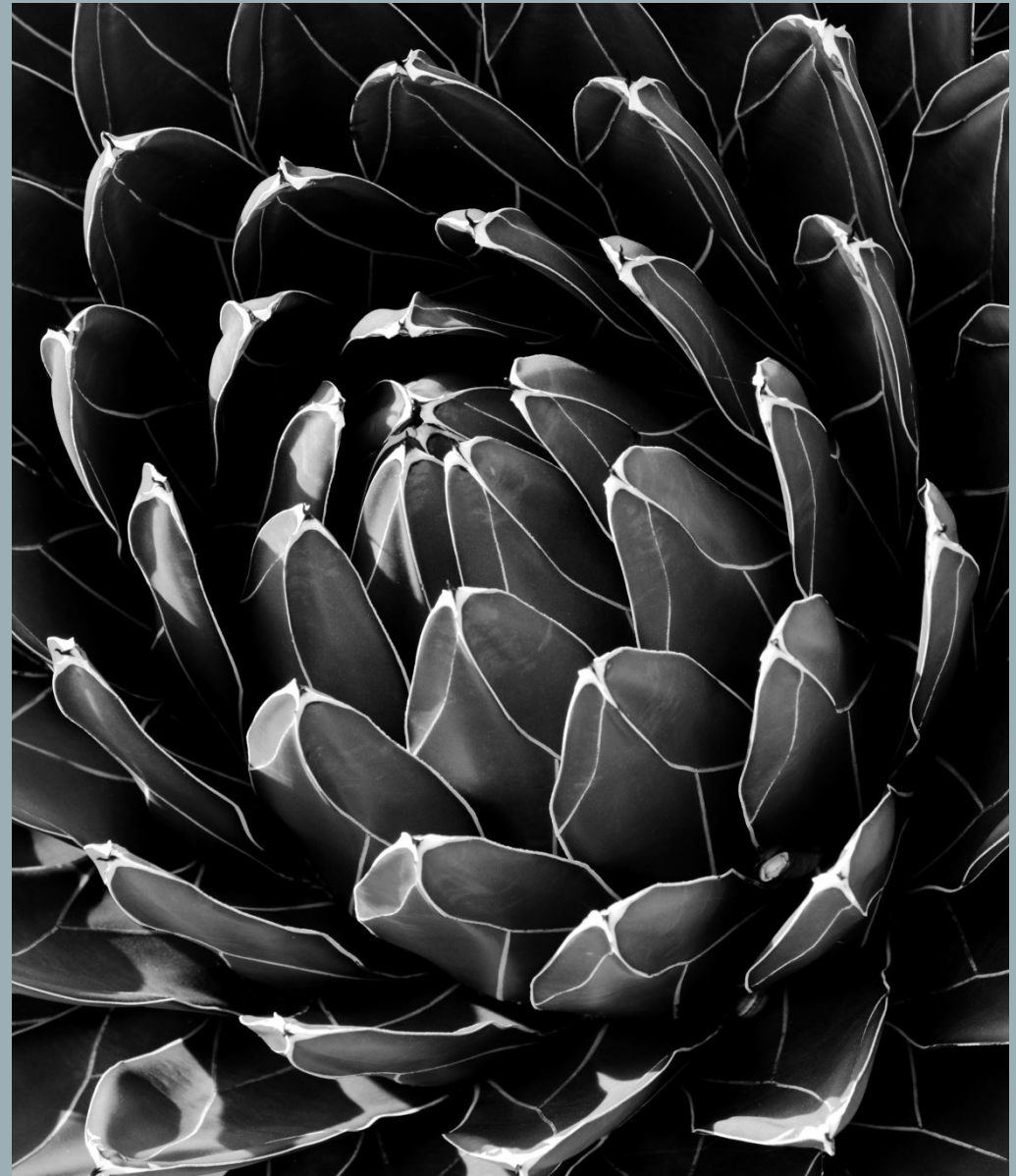# -
# GBP

TEAM MEMBERS:

JACK

DIVA

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**Key Problem:**

**Lack of Awareness of Local Culture (Cultural Dilution)**

**TABLE 3.** Results on Youth Awareness

| Questions | Fully Aware | Aware | Neither Aware | Not Aware | Fully Not Aware |
|---|---|---|---|---|---|
| Lifestyles | 21 | 70 | 26 | 5 | 2 |
| Heritage buildings | 60 | 8 | 25 | 3 | 2 |
| Language | 31 | 19 | 31 | 8 | 14 |
| Tradition customs | 28 | 49 | 21 | 4 | 1 |
| Famous Places | 65 | 3 | 30 | 5 | - |
| Performing arts | 57 | 32 | 10 | 2 | 2 |
| Traditional foods | 54 | 29 | 12 | 3 | 5 |
| Religion | 24 | 56 | 9 | 9 | 5 |

Note: 5=Fully Aware, 4=Aware, 3=Neither Aware, 2=Not Aware and 1=Fully Not Aware

About half of the Youth Population in Kelantan State is not Aware of Cultural and Heritage in Kelantan!

Hasan, Ramly & Mohamad, Saiful & Hassan, Khalilah & Noordin, M. & Ramlee, Noorliyana. (2023). A study on youth awareness towards cultural and heritage in Kelantan state. AIP Conference Proceedings. 050075. 10.1063/5.0116502.

# BACKGROUND (REASON AND IMPACT)

Reasons:

1. Globalization and the Spread of Western Culture and Ideologies – Western Products being sold and adopted in Asian Countries

2. Technological Advancements and Social Media – Everyone accessible to Internet and picked up bad and dangerous influences/trends  - Tiktok

3. Urbanization and Modernization – People from Rural Area moving to Urban Cities

This problem may lead to:

1.  Miscommunication and Misunderstandings of cultures - Cause Confusion and Frustration

2.  Negative Influences - Pursue of Material Wealth and Shifting Away from Sustainable Life and

Cultures

User Story:

Ahmad is a young adult living in Malaysia who realizes that he knows little about his own country's diverse cultures and traditions. He wants to deepen his understanding of his heritage but finds traditional learning methods (reading books etc) uninteresting. Ahmad prefers an interactive and engaging way to explore his culture and wants to monitor his learning progress as he goes.

# SOLUTION

**Application Solution:**
**Mobile/Web Board Game with Quizzes with focus on Traditional Cultures**



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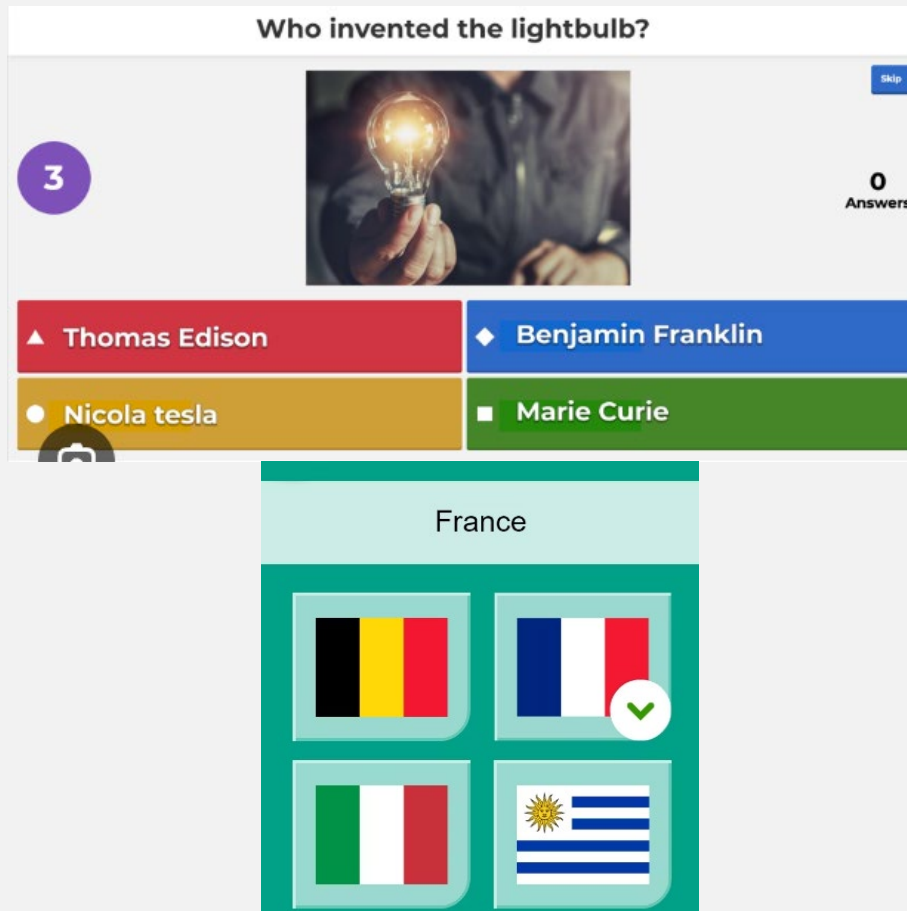
# APPLICATION (GENERAL OUTLINE)

**Page 1: Login Page**

- User can create account. This account is used to store points and to keep track of performance and progress

**Page 2: Home Page**

- Options: Single Player, Multi Player, Learn, Leaderboard, Logout

**Page 3: Learn Page**

- For user to learn more about each culture with detailed descriptions

**Page 4: Leaderboard**

- List of top players with highest wins or points

**Page 5: Single Player**

- Quizzes Only

- Objective Questions with 4 Answers

- Correct Answer earn points, Wrong Answer deduct points

- Active Learning: Detailed Description of the Correct Answer will be given after answering the questiom

- Player can pick the topic of the quizzes

**Page 6: Multi Player**

- Combination of both Quizzes and Board Game

- Play against randomly matched players

- If the player falls on a question tile, they will have to answer an objective question with 4 Answers, correct answers earn extra steps, wrong answers deduct steps

- Players can pick the theme of the game

- Only work on this feature if got extra time

# SOLUTION OUTCOME

- Solves the aforementioned key problem by preserving the cultural knowledge

- Greater appreciation for practices that prioritize environmental and social sustainability over material wealth.

- Learn about cultural nuances in an enjoyable way, reinforcing key concepts and reducing confusion