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INTERACTIVE FLASH GAME DESIGNED FOR LEARNING MANDARIN
GAME DESIGN

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Abstract:

Since Mandarin is still new in Indonesia, new Mandarin learners in Indonesia faced several problems in studying Mandarin. Outdated teaching methods used in Indonesia are not interesting, and are not very effective for the new learners, especially Junior High and High School Students, to study and improve their Mandarin. Although many solutions have been designed by teachers and educational organizations, most of students in Indonesia are still not motivated to learn Mandarin. By doing a problem analysis and research on the market, the problems above are analyzed, and a solution is designed.

The main objective in this thesis is to develop a Mandarin Learning Game to let junior high and high school students as the player to experience a real gaming experience and learn Mandarin at the same time. By using Adobe Design CS4 the author can create small sized and interesting graphics that can attract students' attention to play the game. Adobe Design CS4 is also used for programming the game which makes it very compatible not only for designers, but also for programmers.

The result of this thesis is a Mandarin Learning flash game, where students can learn Mandarin while they play the interesting game called "What Happened in China". This game inherits a real gaming experience because it has an adventurous story line, and simple game play which allows player to play by using one mouse only. With several levels, puzzle pieces to find and combine, mysteries to be solved, this game becomes very interesting and will surely increase students' interest and motivation in learning Mandarin.

Key Words : Adobe Design Creative Suite 4, Adobe Flash Player, Mandarin, Teaching Methods