The Board Game Development for Enhancing Traffic Safety Learning in Youth and Adolescent

Abstract

The research project of "The Board Game Development for Enhancing Traffic Safety Learning in Youth and Adolescent" aims to develop boardgames for improving traffic safety, and raise awareness and enhance learning on traffic safety among youths through the board game. This project is applied research as Research and Development (R&D) which is mainly focus on youth and adolescent, as well as commuters. The main tool of the research is boardgame called "Dee-Riders", role play of delivery rider/driver, and card game of traffic signs are included. The research result shows a significantly better understanding after playing 'Dee-Riders' and its card game at the significant level, with the value of 0.05, and the game was highly effective in building awareness of road traffic safety, with the average score of 4.35 (S.D. = 0.727). However, the result explores the significant fundamental factor to drive traffic road safety attitudes and behaviours which is a lack of information on and general understanding of road safety and traffic signals. Therefore, to raise awareness and enhance learning on traffic safety should drive in 3 levels: 1) in family level, to instill conscience of the road safety concept, 2) in educational level, providing knowledge, skill development, and training, as well as using boardgame as learning tools which is appropriate to the age, and 3) in the community/society level, the social structure should be adjusted to ensure fair implementation of laws and collaboration from all sectors regarding traffic management.