Chapter 37
Discreet World of Microbes (DWM)

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Abstract

Discreet World of Microbes is a game board based on microbes. This game was created for children to explore more about microbes and improve their social skills. It includes template for adding pictures, characters and description of the microbes. In addition, we created an application that contains information related to the game. This game also tests the player’s logical thinking skills and the ability to relate microbes to their daily life. It also teaches kids to use technology for learning and at the same time having fun.

Introduction

Discreet World of Microbes (Figure 1) is a game board based on microbes. Gamification is an application of game dynamism and system to real-life problem-solving. This game is created for children to explore more about microbes and improve their social skills. It includes template for adding pictures, characters and description of the microbes with an application that contains information related to the game. This game also tests the player’s logical thinking skills and the ability to relate microbes to their daily lives. It also teaches kids to use technology for learning and at the same time having fun. This game can be used as a tool to increase their curiosity towards microbes in an interactive way so that it won’t limit their knowledge and they will not get bored easily. The advantages to this game are to provide extra knowledge to the public especially the kids who does not have a wide exposure about microbes. This game also test the player’s logical thinking skills and the ability to relate microbes to their daily life. It also teach kids to use technology in a more educational way yet it is fun for the kids. The impact on the public would be providing an out-of-classroom learning that enhance interest of kids towards microbes. This game can be commercialized as it provides interesting and interactive way of learning. Since the production cost of this game is low, thus we can commercialize it to the public at a reasonable price. The attractive design and illustration of this game will attract children’s interest to buy and play the game.

Content

A. Board game:

Each player will take turn to throw the dice. The player with the highest total starts the game: The token is placed on the corner marked “START”, the dice is thrown and the token is moved in the direction of the arrow the number of spaces indicated by the dice. After one player completed his turn, the turn passes to the left. The tokens remain on the spaces occupied and proceed from that point on the player’s next turn. Two or more tokens may be placed on the same space at the same time.

Based to the space your token reaches, you may be entitled to buy the microbes/food related to microbes or obliged to pay rent, draw a Chance or Community Chest card, etc. If the dice is thrown double, the token is moved as usual, the sum of the two dice, are subjected to any privileges or penalties pertaining to the space on which you land. Each time a player’s token lands on or passes over “START”, whether by throwing the dice or drawing a card, they are able to receive money.

Whenever a player lands on an unowned property, the individual may buy those microbes. Any player, including the one who decline the option to buy it at the printed price, may bid. Bidding may start at any price. When you land on property owned by another player, the owner collects rent from you.

When you land on either of these spaces, take the top card from the deck indicated, follow the instructions and return the card face down to the bottom of the deck. Whenever a player lands on “FINE” and “TAX” area, the player should describe the microbes based on the DWM apps.
B. E-learning:

An app is designated which an individual can take a look first at the picture of each microbe or applied microbes by clicking on the picture, and then the description of the microbes chosen will be shown.

![Figure1 : The board of DWM games](image)

Conclusion

Children are always curious about anything and everything. This game will be able to pique their curiosity to explore more about microbes. As microbes are ubiquitous in nature, it would be wonderful and amazing for children to be able to understand the important roles of microbes in their daily life. This game has high potential to be commercialized as it is fun, informative and attractive that can engage players to learn.

Reference