



The Backpacker

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Finally, this project “The Backpacker” could provide satisfactory enjoyment along with the sharing of knowledge efficiently.

Keywords: Mobile game, Promote Thai culture

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Abstract

“The Backpacker” is a project to develop a mobile application in the form of game that could be used in android based operating system. Through this game we could track the information regarding the province specific tradition and cultures across Thailand. Further it was then compiled together to correlate the tradition of each province. The game was designed for enjoyment and friendly manner with different styles and game station for instance, testing memory, puzzle and observation

Initially, the gaming application was tested with the young students who had accessed of android based mobile device. Thereafter, we improvised and distributed it through Google playstore and also advertised it at Satri Angthong School and the outsiders. The suitability of the application was evaluated through filling the opinion in a set of questionnaires. We found that most students were satisfied with the benefits of the program in very good rating at 47.2 percent, by the entertainment provided by the program in very good rating at 41.5 percent, by the knowledge gained from the program in very good rating at 43.4 percent, by building

Introduction

Thailand is developing rapidly, and modernization has challenged our rich tradition and culture. The current young generation have forgotten its nation beauty in the span of adapting the civilized world. It has been of huge concern that it might disappear and nothing would be left to be valued by our future generation.

We therefore had an idea to do a project on “The Backpacker” by developing a mobile application in the form of game that could be used in android based operating system. Through this game we could track the information regarding the province specific tradition and cultures across Thailand. Further it was then compiled together to correlate the tradition of each province. The game was designed for enjoyment and friendly manner with different styles and game station for instance, testing memory, puzzle and observation, focusing on providing information of each province through the mobile users and distribute the knowledge to other people.

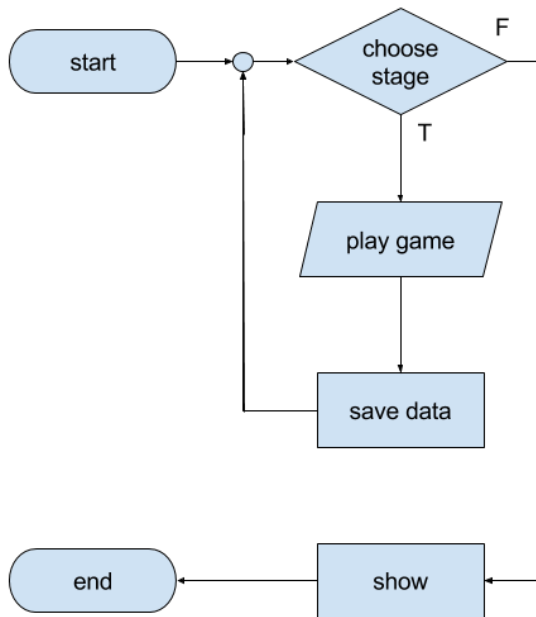
Materials and Methods

Material

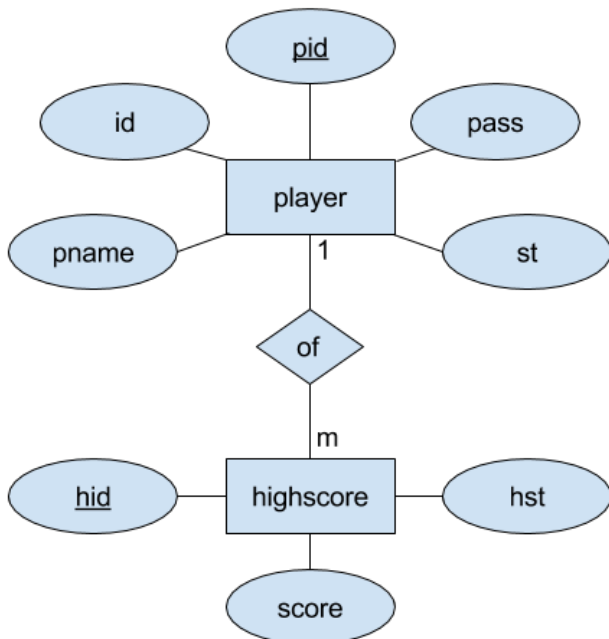
1. Computer
2. Adobe Animate CC
3. Appserv 2.5.10
4. Google Forms
5. Google Play Developer Console

Methods

1. Planning the program



2. Design database structure



3. Search and gather information about various cultures and traditions of the province to develop a game in each checkpoint.

4. Start program , after development
 - 4.1 Use Adobe Animate CC to design interface and form of the program.
 - 4.2 Use Appserv to connect database for the game storage.
 - 4.3 After developing and reviewing completed. The program has been published to Google Play Store through Google Play Developer Console.
 - 4.4 After publishing program then evaluate the application using “Evaluation for The Backpacker”

Results and Discussion

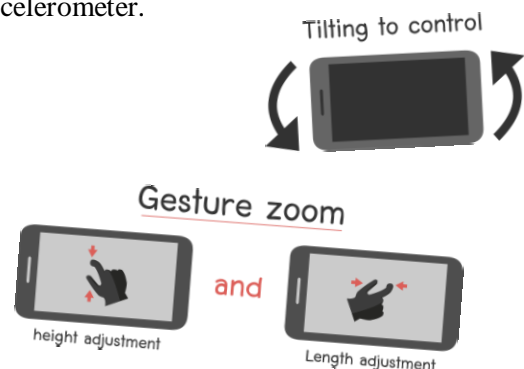
Results

Form of the program

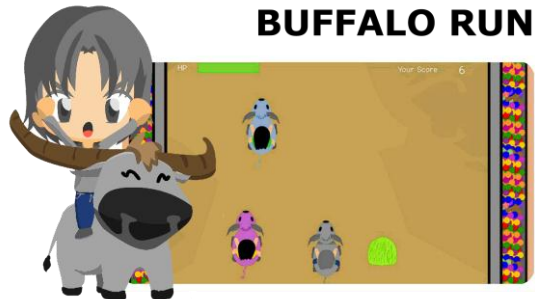
The Backpacker is for entertainment by presenting the form of adventure to encourage players to use the technique of playing the game to score the maximum. This will cause the competition. And also get to know about different cultures and traditions as well.



The Backpacker uses a mobile’s sensors to control the game such as touch, swipe, zoom, accelerometer.



The latest version has prepared 9 game follows.



Discussion

Initially, the gaming application was tested with the young students who had accessed of android based mobile device. Thereafter, we improvised and distributed it through Google playstore and also advertised it at Satri Angthong School and the outsiders.



The suitability of the application was evaluated through filling the opinion in a set of questionnaires. We found that most students were satisfied with the benefits of the program in very good rating at 47.2 percent, by the entertainment provided by the program in very good rating at 41.5 percent, by the knowledge gained from the program in very good rating at 43.4 percent, by building relationships in the community in very good rating at 42.5 percent, by making awareness for local love in very good 50.9 percent.

Conclusions

From the evaluation of the program by using "Evaluation for The Backpacker" will be seen that the majority of players are satisfied the benefits of the program, the entertainment provided by the program, the knowledge gained from the program, the building relationships in the community, and making awareness for local love. All of these are in very good rating.

Finally, this project "The Backpacker" could provide satisfactory enjoyment along with the sharing of knowledge efficiently.

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