

Design and Development of an Isometric Transformations Game-Based Learning Kit.

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- **Abstract:** The purpose of this study was to design and develop an Isometric Transformations Game-Based Learning (GBL) kit, known as Kit Transformasi Isometri (KitTI) for learning Isometric Transformations topic for Form 2 students in Malaysia. This study used the Design and Development Research (DDR) research design as proposed by Richey and Klein. KitTI was designed using the ADDIE Instructional Model that incorporated the five-phase process, namely analysis, design, development, implementation and evaluation. The instrument used in this study was the Expert Validity Form. Three experts in the field of mathematics education were selected to validate the validity of the kit. Data was analysed by calculating the Content Validity Index. The results show that the face and content validity are at a satisfactory level. Significantly, KitTI is acceptable and suitable to be used by the mathematics teachers. Specifically, it can be used as a guide on the implementation of GBL in the teaching and learning of Isometric Transformations topic for Form 2 students.
- **Keywords:** Design and Development Research, Game-Based Learning, Kit Transformasi Isometri