

# Game “Verse Heroes The Judges” As A Means of Introducing Biblical Figures and Increasing Interest in Reading The Bible

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**Abstract**— Christians use the Bible as their Holy Scripture, both Protestant and Catholic. Reading the Bible regularly is useful as a means of growing the faith of each individual Christian. But in fact there are still many Christians who do not read the Bible regularly so that in addition to their faith is less growing, many are also less familiar with biblical figures let alone less popular figures such as The Judges.

According to a LifeWay Research survey that sampled 2,930 Christian respondents, only 19% said they read the Bible regularly every day. This shows that 81% of Christians do not read the Bible regularly. Many factors cause it, among others: low interest in reading itself, boredom, lack of persuasion from both family and church environments, wrong impressions of the Bible, and unconstructive perceptions. When in fact, reading and studying the Bible is the activity that has the greatest impact on spiritual growth.

The method to know and understand about the Bible contents is reading, either in the form of books or Bible applications that can be accessed online on Smartphone or Computer/PC devices. People nowadays found themselves less interested in reading. For this reason, other methods are needed to increase interest in reading the Bible so that the delivery of Bible contents can be of interest to Christians.

Therefore, the creation of the game "Verse Heroes The Judges" which contains knowledge about the Judges in the Bible is expected to help players increase interest in reading the Bible. The game was chosen as

a means of assistance, namely so that players can play while learning. In addition, educational games can also be a means of learning through reading in a fun way.

**Keywords**— game, education games, the bible, biblical figures.

## I. INTRODUCTION

Christians use the Bible as their Scripture for both Protestant and Catholic Christians, although there are minor additions to the Catholic Bible. Christians are taught to read the Bible regularly. However, based on a survey conducted by LifeWay Research that sampled 2,930 Christian respondents, only 19% claimed to read the Bible regularly every day [1]. This shows that 81% of Christians do not read the Bible regularly so they are also less familiar with Biblical figures let alone less popular figures such as Judges.

Low interest in reading itself, lack of persuasion from both family and church circles, wrong impressions of the Bible, and unconstructive perceptions are factors that cause Christians not to read the Bible regularly. God's Word is truth, so reading and studying the Bible is the activity that has the greatest impact on spiritual growth [2]. This is because in the Bible there are figures who can be examples for the spiritual growth of Christians in a personal relationship with God Himself.

Reading is a commonly used method of knowing the contents of the Bible. Nowadays, there are Bible apps that can be

downloaded via smartphone or Computer/PC are a modern way to read the Bible. This is not much different from the Bible in the form of a book where personal awareness is still needed to open and read it. Meanwhile, there needs to be other factors that can encourage Christians to start reading the Bible. These driving factors eventually became the basis for making the game Verse Heroes The Judges. That's because people who are already attached to technology are familiar with games on any console and devices.

Smartphone users in Indonesia reached 354 million active users in 2023 and are ranked fourth in the world [3], and based on the We Are Social report quoted on the Databoks website, Indonesia is the country with the third highest number of video game players in the world. The report noted that 94.5% of internet users aged 16-64 years in Indonesia played video games as of January 2022. Of these, 68.1% of internet users use smartphones to play video games. [4]. Therefore, the purpose of making the Verse Heroes game is for Christians to get to know Biblical figures and their life examples so as to increase interest in reading the Bible.

## II. LITERATURE REVIEW

The word "video" in "video game" originally referred to raster display devices [5]. But with the increasing use of the term "video game", now the word video game can be used to refer to all games on various consoles.

The word Bible comes from the Greek *biblion* (singular) which means book or *biblia* (plural) which means collection of books. According to *Ensiklopedia Alkitab Masa Kini*, the Bible is a collection of books recognized as canonical and as the Word of God by the Christian church. The collection of books is divided into 2 major parts, namely: the Old Testament consists of 39 books and the New Testament consists of 27 books[6].

Playing while learning is a unified process that occurs in same time because in playing that actually occurs the learning

process and the learning process occurs in playing activities. Learning activities in the perspective of "learning while playing" are subconscious effects so that learning outcomes are identified with the results obtained [7].

Perkantas (Persekutuan Kristen Antar Universitas) is a Christian organization engaged in ministry for students at the university. Inaugurated in 1971, Perkantas has now served in more than 30 cities in Indonesia [8]. Perkantas has a method, namely by forming small groups called *Kelompok Tumbuh Bersama (KTB)* which is equipped with materials in Evangelism through Bible Understanding (PIPA) [9] which of course this spiritual growth process involves thinking [10] so that the method of personal question and answer is suitable to help understand Bible reading. Because Perkantas believes that the Bible must be studied by prioritizing which value systems are true, important and valuable [11].

Casual games are a type of game that is really intended only for entertainment purposes. This type of game is for everyone. Simply put, casual games are simple games so there is no need for any special skills to play them, so it can be played by all ages [12]. The purpose of this game is to attract all kinds of people to become its player.

Educational Games are games designed to support, complement and enrich an educational material so that it is easy to understand using interactive multimedia technology [12]. In its development, the use of educational games has experienced significant development.

Since educational games developed, learning theory has gained new ways by considering educational games as one of the learning models. Rizky Sari and Tri Listyorini in their research *PENGARUH GAME EDUKASI LOGIKA MATEMATIKA* stated that it turned out that 84% of students as respondents to the study, were interested in learning more about credit cards and their use after they

played the CreditSafe© e-learning game [13]

Previously, there was a game with the Bible as its theme, namely Daily Bible Trivia Quiz Games developed by Bible Studios and distributed through Android and Apple platforms. But the gameplay is different from the game Verse Heroes The Judges because it is only trivia question with multiple choice similar to the game Who Wants To Be A Millionaire that was once popular on television.

Comparison between Verse Heroes The Judges and Daily Bible Trivia Quiz can be shown on Table 2.1 below.

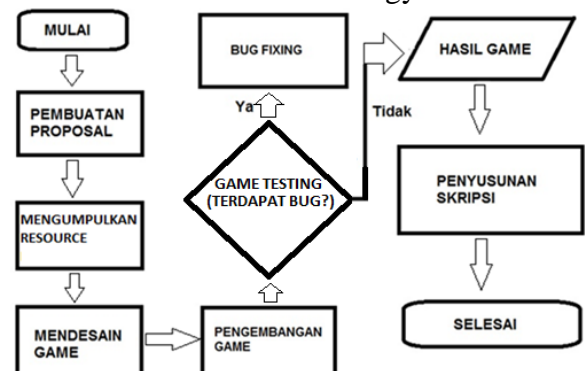
**Table 2.1 Comparison with other Bible-related games**

Daily Bible Trivia Quiz	Verse Heroes The Judges
Only have Jesus character pictured on the game.	There are the Judges characters on the game (Debora, Gideon, Yefta, Simson)
Multiple choice similar to the game Who Wants To Be A Millionaire.	There are pairs of questions and answers also background images to support the story.
Only trivia without foreword and explanation after.	There is an introduction and explanation of the story detailed with the location of the book, chapters and verses of the game taken at the beginning and end of the stage
Scoring system similar with Who Wants To Be A Millionaire.	Scoring system using addition of points when player pairs the question with the answer correctly and subtraction if the

Daily Bible Trivia Quiz	Verse Heroes The Judges
	player pairs incorrectly.

### III. RESEARCH METHODOLOGY

Research methodology that explains the process of making a game begins with making a proposal. Then the resources of the Bible began to be collected. Then began to be designed to describe the form of the game including gameplay and user interface. After the design process is complete, then the game begins to be developed into the form of an application. Then the game enters the bug testing phase so that if there are bugs or application errors can be fixed. Then if the game that is made has no bugs and is in accordance with the concept, the process of preparing a thesis report can be done. Figure 3.1 below describes the research methodology.



**Figure 3.1 Research Methodology**

The data collection used in this study was by literature study and survey method. A literature study was used to find which parts of the Bible would be used as material in the Verse Heroes The Judges Game. While the survey method was carried out by giving questions through interviews to 5 Christians qualitatively. The interview asked consists of two versions, namely the interview before playing the game and the interview after playing the game.

## IV. RESULT AND DISCUSSION

### Game Designing Result

The flow of making the game "Verse Heroes The Judges" using Construct 2 will be divided into several steps as follows:

1. Collect and search for information about Biblical figures. At this step, all the Judges shown in the game are studied its stories and collected into questions with short answers that are in accordance with the content of the Bible.
2. Design the stage. Design the stage by dividing it based on the number of questions and the storyline of the characters according to the Bible.
3. Create and collect game assets. Create and collect assets needed in the game, such as: user interface, question box objects, character images, voice over, animation, and others.
4. Game development. At this stage the game will begin to be created. Put existing resources, then combine them together with events and make it into a game.
5. Testing Phase. Tests of simple game results are carried out at this stage. Look for bugs / errors in the game to fix.
6. Fixed bugs in the game. After testing the game temporarily, fixing is done to fix the errors that have been found.

In developing this game, researchers need some software to use. In addition to the game engine that is certainly used, there are also other supporting software such as the following:

- a. Construct 2. "Verse Heroes The Judges" was developed with the r280 version of the Construct 2 game engine. Construct 2 is an HTML 5-based game engine with drag-and-drop features, making it quite easy to use in creating games. The explanation of Construct 2 has been discussed in the previous part on this journal including the variety of outputs that can be produced.

- b. Clip Studio Paint. Clip Studio Paint application or abbreviated as CSP is an application to create more flexible image illustrations because in addition to adequate tools, users can also draw freehand or directly by hand with the help of additional hardware such as pen tablets.
- c. Adobe Illustrator. Adobe Illustrator is used to create user interfaces, buttons, scoreboards, and other game assets. This application is more supportive because there is a feature to create basic shapes or objects of circles, triangles, or squares. So that it is more flexible and efficient to draw the assets needed above by relying on basic shapes.
- d. Audacity. Audacity is a sound processing software used when processing assets in the form of sounds such as character voices. Because the source of the character's voice uses the original recording, it needs this application to clarify, harden, cut, and save the sound according to a format that supports use in Construct 2.
- e. Cloud Convert. Cloud Convert is an online software accessed through a Web Browser. The function of this application is that it is able to convert various types of files (images, sounds, videos, etc.) from one format to another. In making the game "Verse Heroes The Judges", Cloud Convert is used when converting button .mp3 sound files into .ogg, then .mp4 video tutorial files into .webm the purpose of being supported for use in Construct 2.

The flow of the game is as depicted in Figure 4.1 which contains the following flowchart.

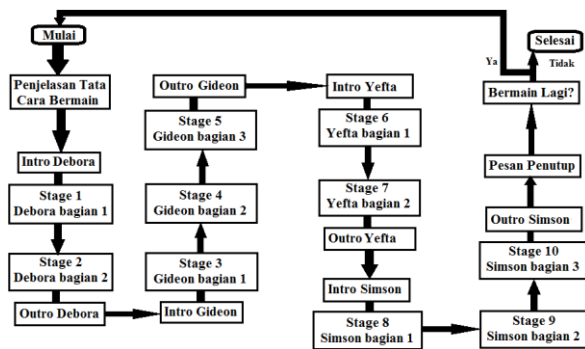


Figure 4.1 Flowchart of Verse Heroes The Judges Game

### Collection of Game Assets

The assets used in the "Verse Heroes The Judges" game include images, video and sound. Image assets are divided into two types, namely backgrounds and sprites. Video asset is to display a short game tutorial in .webm video format. Then, sound assets are divided into FX Sound for sound effects and BG Sound for background music. All image assets are created using supporting software as mentioned above, while some sound assets are created and some are taken from external sources.

#### 1. Image Assets

Image assets are all created with image processing software, such as: Clip Studio Paint and Adobe Illustrator. These images used as backgrounds, sprites, and buttons. The following are some of the image assets used in the game as shown on figure 4.6 until figure 4.9.

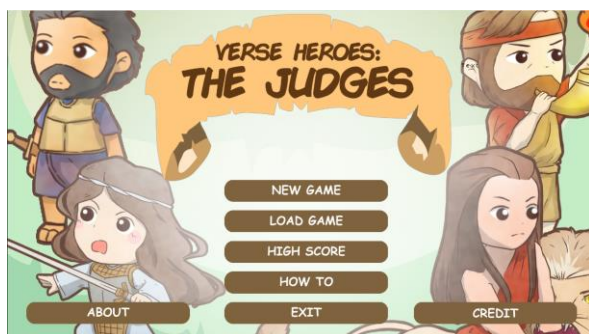


Figure 4.6 Main menu page with all its image assets



Figure 4.7 Example of stage page with all its image assets



Figure 4.8 Example of a background image

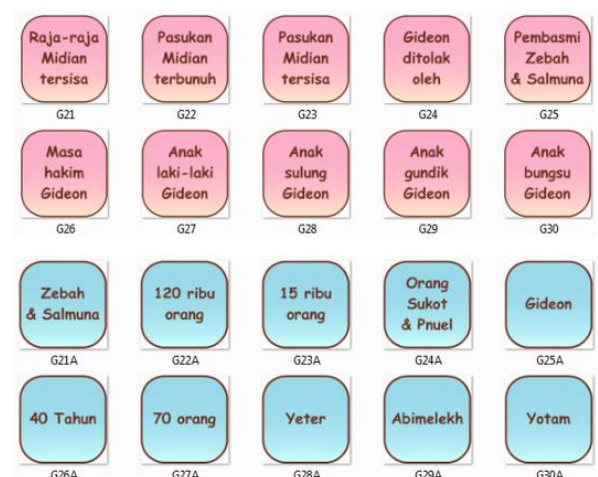


Figure 4.9 Example of questions and answers sprite image

#### 2. Video Asset

There is a video asset in this game to show tutorials on how to play the game. In Construct 2 the video format that can be used is .webm so to get the right format, Cloud Convert software helps.

#### 3. Sound Assets

There are two types of Sound assets which are the background sound and sound effects. Background sound on main menu page and each stage all taken

from the work of composer Geoff Harvey on the Pixabay.com website which are free-to-use. Then the sound effects for object clicks, menu clicks, and wrong answer marks can be found on the Pixabay.com website which is also free-to-use. Meanwhile, the voices of the characters Debora, Gideon, Jephthah, and Samson were voiced by researchers with the help of several friends.

### Discussion

To discuss the game, researcher conducted interviews qualitatively with 5 Christian respondents from various age ranges and work backgrounds. The researcher asked questions in two stages of the interview, first given before playing the game and called the Before Interview, then after playing the game and called the After Interview.

From the results of interviews before playing the game, it was found that there was still a lack of interest in reading the Bible among Christians because only one respondent regularly read the Bible. Apart from that, looking at the respondents' answers, it can be seen that their knowledge of Biblical figures is also lacking.

Furthermore, when asked questions about the figures of the Judges, the knowledge of Christian respondents was still minimal. Even so, there was interest in playing games and positive opinions from respondents when asked if a game was made with a Bible theme and discussed Biblical figures, especially Judges.

Based on all the answers from the After Interview, it can be concluded that playing a game that tells the story of a Biblical figure is something new that the respondents have never done before.

Then the responses of the respondents regarding this game were also interesting for various reasons, including the gameplay being able to pair questions with answers, attractive artwork and colors choosing, providing new information about the Bible

that they didn't know yet, and all respondents said that the gameplay in this game was easy to play.

Then after playing this game the respondents became more aware of the story of the Judges and were interested in reading more about it in the Bible. At the end of the interview, the respondents said their interest in reading the Bible had increased, as indicated by their respective answers, such as increasing the frequency and activeness of reading the Bible.

### V. CONCLUSIONS

Based on the research data that has been analyzed, namely interviews before and after playing the game "Verse Heroes The Judges" it can be concluded that by designing the game using this model along with character descriptions and stories Christians who play get to know the figures in the Bible especially The Judges so that their interest in reading the Bible increases.

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