ABSTRACT

Lack of interest in reading related to the history of national heroes, resulting in not yet optimal elementary school children in grades 3 and 4 understand the history of national heroes. The high cost of reading resources as well, being one of the causes not optimal for parents to provide reading material to children, resulting in a pattern of learning about historical events of national heroes is reduced. Seeing this encourages to create a Game application that aims to educate especially about the History of Indonesian National Heroes. Using Luther version software development by defining several steps of development, namely concepts, design, material content collection, merging, testing and distribution. In addition, the Luther version of Multimedia Development Life Cycle method that can be adapted to small-scale development that is suitable as a final-year student research, to measure product valuation is usability testing using the Nielsen Heuristic method which results in a very satisfied response of 82.7%.

Keywords: education, Game education, Multimedia Development Life Cycle, Small Scale, Usability