

## ***ABSTRACT***

### ***RANDOMIZE QUESTION USING LINEAR CONGRUENCE METHOD IN BASIC MATHEMATICS EDUCATION RPG GAMES***

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14102022

*In today's modern era many games only makes the media means play. The game is a piece of software that aims to provide entertainment. The game is a kind of play activities, conducted within the context of mock reality, in which participants try to achieve predetermined goals and mediated in the form of digital media. Examples of media play while learning is educational games. In the educational game which aims to determine the ability of a pupil, there is the matter of vary greatly in structure, content and difficulty depends on every level. The necessity of presenting multiple categories reserved in-game so that many questions will be raised, such as: Easy, Medium, Hard and at each level, the player will get a different level of difficulty problem. Thus the need for randomization in-game problem very important education created a system reserved at each stage level. It becomes the rationale in determining topics in this study i.e., apply the Linear method using Randomize Question Congruence In RPG games basic mathematical Education. The results obtained from the training and testing and questionnaires, as much as it does 80.95% application of the method of randomization was successful and obtained the validity of 100% of the results of the experiment 100 appearances in the game. And it brings the results of testing the game on elementary school children, get the results of their study can help increase of 35%.*

**Keywords:** *educational games, KALIBATAKU, mobile games, Linear Congruence, randomize*