

## **ABSTRACT**

# **EDUCATIONAL GAME SINAU BUDAYA JAWA "SIBUYA" USING MULTIMEDIA DEVELOPMENT LIFE CYCLE METHOD**

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*In this current era of development, regional cultures, including traditional musical instruments and folk songs, are starting to fade and be replaced by modern culture. One of the affected regions is Central Java province. According to research interviews conducted at SDN Sokaraja Kidul with a 5th-grade teacher, it was found that each child has a different understanding of the regional culture, as seen from their daily test scores. The main cause of this is the lack of examples of Central Javanese folk songs and traditional musical instruments in the learning materials and limited educational media. Therefore, an interactive educational media in the form of an educational game is needed to introduce Central Javanese folk songs and traditional musical instruments. Educational games are active learning tools that are more efficient than just reading learning materials. Hence, the researcher designs a game entitled "SIBUYA - Learning Javanese Culture" using the Multimedia Development Life Cycle method as an interactive learning tool for 5th-grade students at SDN Sokaraja Kidul, which includes Central Javanese folk songs and traditional musical instruments. The result of this research is an Android-based game application that was tested with a black box approach on six smartphones and performed well. The final result of the questionnaire, using usability testing and distributed to 20 respondents, obtained an overall average score of 93.2%, categorized as "Excellent".*

**Keywords:** Educational Game, Culture, MDLC, Black Box