

ABSTRACT

ANDROID-BASED TAEKWONDO QUIZ AND EDUCATIONAL GAME USING CONSTRUCT 2 FOR TAEKWONDO BEGINNERS

By

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Technological developments in 2022 are very fast, one of the technologies currently developing is Android. According to data for January 2022, Indonesia has 370.1 million internet-connected smartphones and there is an increase of 3.6% from 2021. The development of this technology has made many game industries launch games that contain education, sports and more. many others. Indonesia also has taekwondo athletes, there are around 200,000 who are actively practicing. Educational games are an excellent alternative medium for providing theory and measuring abilities well. This study has a formulation of the problem, namely the absence of educational games in the form of quizzes based on Android which can help beginners get to know and understand the sport of taekwondo, therefore researchers make educational games for taekwondo beginners using the Game Development Life Cycle (GDLC) method. The results of this study are educational game applications in the form of taekwondo quizzes based on Android. The results of the tests carried out are black box testing of application functionality functioning properly and the system usability scale. The average score of 30 respondents is 88.75, namely getting Acceptability ranges "Acceptable", the grade scale "B" and the Adjective rating are included in the "Excellent" rating.

Keyword : Games, Taekwondo, GDLC