

## **ABSTRACT**

### **DESIGN OF ANDROID-BASED INTERACTIVE GAME OF BATU BELAH BATU BERTANGKUP FOLKLORE**

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*There are various folklore circulating in Riau province, one of these stories is the story of Batu Belah Batu Bertangkup. This folklore contains a message to be diligent to help and always love both parents before it's too late. Nowadays, more and more Indonesian people are starting to forget the folklore of Batu Belah Batu Bertangkup. The lack of interest in literacy and curiosity among the Indonesian people, advances in technology which present more interesting content and the rare presence of characters who convey folklore are factors that people's stories are starting to forget. Added to this is the lack of interest of the younger generation in local culture, one of which is folklore. To prevent the folklore of Batu Belah Batu Bertangkup from being forgotten, this research designed and built an interactive game with the theme of the folklore Batu Belah Batu Bertangkup using the Game Development Life Cycle method, version of Rido Ramadhan and Yani Widyani. Based on some of the results of implementing interactive games, the following results were obtained: (1) Through pre-test and post-test it was found that there was an increase in the knowledge of 100 respondents by 21.91% from 62.18% to 84.09%; (2) Through black box testing it is known that all interactive game components are running well without errors or bugs; (3) Through the SUS test, a value of 70.24 is obtained which indicates that the interactive game is good enough; (4) Through playing experience testing it is known that the value of the Experience and Challenges of Playing indicator is 67%, the value of the Experience and Feedback indicator is 66.75%, the value of the Narrative Experience indicator and the Clarity of Game Objectives is 75.62% and the Game Exploration indicator value is 68.25%.*

**Keywords:** *Folklore, Interactive Game, GDLC, RPG Maker MZ*