

## ABSTRACT

### DESIGNING AN EDUCATIONAL GAME FOR LEARNING JAVANESE SCRIPT (SIRAWA) FOR ELEMENTARY SCHOOL STUDENTS USING THE GDLC METHOD BASED ON ANDROID

Oleh  
Gigih Attayauban Purnomo  
19102085

Javanese is a regional language that has a unique way of writing and letters than Indonesian. This can cause grade 3 students of MI Ma'arif NU to have difficulty writing Javanese letters. To facilitate the learning process in Javanese Language Lessons, it can be assisted by learning media in the form of educational games. This educational game is a puzzle type that can help students strengthen memories and imitate the shape of the lines in Javanese Letters. To design this educational game can be done using the GDLC method. So, this research aims to design an educational game on the introduction of Javanese Letters by applying the GDLC method. From the results of this study it was found that: (1) Through pre-test and post-test testing, it is known that there is an increase in students' knowledge of Javanese script material; (2) Through black box testing, it is known that all educational game components have run well without errors or bugs; (3) Through SUS testing, a score of 71.7 is obtained, which indicates that the interactive game is quite good;

**Keywords:** *Education Game, Aksara Jawa, Game Development Life Cycle, System Usability Testing*