

ABSTRACT

Babad Pasirluhur is one of the historical texts that developed in the Banyumas area. This manuscript contains stories about the ancestors of Banyumas and the development of the area. This makes Babad Pasirluhur important in understanding the history and identity of Banyumas. It would be unfortunate if many people, especially students, do not know the folklore of Banyumas. From the results of interviews with 5 grade 9 students of MTs Muhammadiyah Purwokerto, it is known that some of them have never heard Banyumas folklore while attending school. To overcome this problem, a visual novel game was made so that 9th grade students of MTs Muhammadiyah Purwokerto could better understand the story about the history of the formation of places in Banyumas. This research aims to reintroduce the history of the formation of Banyumas district to students with a case study of MTs Muhammadiyah Purwokerto grade 9 so that it is not lost and replaced by increasingly advanced technology. This research uses the Game Development Life Cycle (GDLC) method by using Unity as a game creation platform. The result of this research is an illustrated visual novel game with 6 short quizzes to strengthen understanding. The results of Black Box testing show, obtained an overall score of 97.86% which is included in the very feasible category. To measure the usability of the game, it is done using the System Usability Scale (SUS) method and for sampling using saturated sampling with the results of the game score.

Keywords: *Babad Pasirluhur, Banyumas, GDLC, SUS, Visual Novel*