

## **ABSTRACT**

*The development of information technology is currently increasing rapidly. The use of information technology is not only in the business sector but is also applied to the education sector. Based on the results of observations made on Bantarbolang 1 Public High School students regarding the history learning methods applied, students complained that the learning methods were less enjoyable and monotonous or boring because most of the time only theories were taught. One way to overcome this problem is to create a new learning method, namely educational game-based. The method used in making this historical educational game is Analysis Design Development Implementation and Evaluation (ADDIE). because this method has stages that are suitable for use in making learning games. The game that has been created is then tested using the Black Box Testing method to find out whether the application is functionally running well. Black box test results show that the game that has been created has all its functions running according to its function according to plan*

*Keywords: ADDIE, Black box, Flash, Educational Games, History Subjects*