

ABSTRACT

DESIGN ANDROID-BASED HERO INTRODUCE EDUCATIONAL GAME

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Learning media is a means for teachers to convey information in learning activities. However, currently the Ngeri 1 Karangsentul Elementary School, especially class 4, is carrying out learning activities regarding the introduction of Indonesian National Heroes only using audio-visual media and teaching aids. The lack of recognition of Indonesian Heroes can cause a crisis of nationalism, especially in early childhood. This research requires a strategy aimed at children to encourage a sense of love for the country and patriotism by designing and building educational games that will be used utilizing Android-based technology. By using educational game applications to learn to recognize national heroes, it can increase the attractiveness of Android-based learning. Stages in designing educational games using the Game Development Life Cycle (GDLC) method. The development of this multimedia method was carried out based on six stages, namely initiation, preproduction, production, testing, beta and release. This research involved 12 respondents to test educational games using black boxes and User Acceptance Test (UAT). The results show an average score of 85.34% with an index in the "Very Good" category, indicating that this educational game has quite interesting features and increases students' knowledge about Indonesian National Heroes and black box testing makes a positive contribution.

Keywords: Android, Educational Games, Game Development Life Cycle, National Heroes