

ABSTRACT

A PLATFORMER EDUCATIONAL GAME ABOUT CENTRAL JAVA CULTURAL ARTS USING THE GDLC METHOD (STUDY DATA: ADIPALA NEGERI 5 ELEMENTARY SCHOOL)

Oleh

Yuda Rinaldi

NIM 20102207

Indonesia is a nation rich in diverse and unique cultural heritage in each region, one region that has a rich and diverse cultural heritage is Central Java. Various forms of culture such as human activities, traditions, musical instruments, customs, traditional weapons, cultural relics, traditional dances, traditional houses, food and drinks typical of each region. As time goes by, the culture that exists in Central Java today is slowly starting to be forgotten. Therefore, it is essential to introduce culture to the younger generation. At State Elementary School 05 Adipala there are subjects that discuss Indonesian culture. The learning process is still carried out conventionally, still using print media or books. This makes learning monotonous and does not increase students' motivation to learn. Therefore, interesting learning media is needed to introduce culture, especially in the Central Java area. One example of learning media is games. As is known, games are a means of playing in various forms. Games have many types, one of which is the action platformer type. Currently, many Android-based platformer games focus more on entertainment alone. Players only need to jump over obstacles with the aim of scoring the highest score, while the educational aspect is often given less attention. Platformer-type educational games about learning arts and culture in Central Java play a crucial role in fostering children's interest and motivation to learn about cultural materials in Central Java. The development of this educational game uses the Game Development Life Cycle (GDLC) method which consists of six phases, namely initialization/concept creation, pre-production, production, testing, beta and release. In making this educational game, Construct 2 software was used, with a trial phase to test the game's functionality using System Usability Scale (SUS) and the black box method. The results show an average score SUS of 78,91667, indicating a high level of satisfaction with ease of use of the application and the interface. With a rating of Good and grade C, this research concludes that educational games reach high quality standards. Blackbox testing also makes a positive contribution. This research aims to provide entertainment and provide knowledge about culture.

Keywords: *Android, Construct 2, Culture, GDLC, Educational Games.*