

ABSTRACT

PEMBUATAN GAME PRODUKSI KNALPOT SEBAGAI MEDIA PROMOSI DESA PESAYANGAN

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Pesayangan Village is one of the villages located in Purbalingga Regency. Pesayangan Village is one of the villages that became the center of the exhaust industry. Smartphone is a technology that makes it easier for humans to communicate, find information and also play games. Games can be used as a medium to introduce village potential to the younger generation. The aims of this research are (1) Introducing the potential of Pesayangan Village from an early age through game media. (2) Design and build an android-based home industry promotion game. (3) Testing android-based home industry promotion games. The research method used in this study is the GDLC (*Game Development Life Cycle*) method. From this study, the results obtained in the form of promoting the potential of Pesayangan village to the community through the exhaust game. Successfully made an android-based game called Game Knalpot using Unity 3D software. The test results were successful in carrying out functional tests on all buttons and features in the game.

Keywords : Android, Game, Muffler