

ABSTRACT

DEVELOPING EDUCATIONAL GAME JAVANESE ALPHABETH FOR ELEMENTARY SCHOOL USING THE GAME DEVELOPMENT LIFE CYCLE METHOD

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Developments in language are increasing in various parts of the world. Language itself is a means of communication in meeting daily needs. Indonesian has a variety of regional languages in it, one of which is Javanese. The Javanese language is a symbol of ancestral customs and culture that must be preserved. The script commonly used in writing Javanese, Sundanese and Sasak languages is the Javanese alphabet. The Javanese alphabet has been recognized by Unicode and UNESCO so that its position is equal to other letters. However, the Javanese alphabet is increasingly being abandoned and difficult to translate. Currently, many are less interested in learning the Javanese alphabet, especially children. This research makes the Javanese alphabet learning media for children in the form of educational games. In making educational games using Construct 2 software and the game development life cycle method. Utilizing this educational game can provide an interactive atmosphere with different learning methods so that children become more interested and can understand the Javanese alphabet material being taught. The results of the System Usability Scale (SUS) test get a value of 71,5 get the average score it can be categorized that the results are included in the grade C scale. Based on these results, the quality of the game from the usability aspect gets the predicate "Good", then this game can be said that this game is suitable for use by users as an interactive, effective and efficient learning media and of course interesting.

Keywords: The Javanese Alphabet, Construct 2, Game development life cycle, Educational Game, Gamification