

ABSTRACT

DEVELOPING AN EDUCATIONAL GAME ON THE HISTORY OF THE MAJAPAHIT KINGDOM USING THE GAME DEVELOPMENT LIFE CYCLE METHOD

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***Abstracts** - History as an event that has occurred in the past can be a lesson in the future for mankind. Ironically, today's younger generation is more inclined to adopt global culture. Rapid technological advances make knowledge of the scope of technology more desirable. However, it is not an excuse for future generations to forget the foundation on which the motherland stands. One phenomenon that is not foreign to you is video games. Seeing this, the development of video games, which are also familiar with adoption for more serious purposes such as education, motivated this research to design a game system that has educational value that can entertain and provide knowledge to users about one of the historical stories of the Majapahit Kingdom. The research was conducted using the Game Development Life Cycle Method, which started from the initiation stage to form a mindmap through developer brainstorming, pre-production to form a low-fidelity prototype and Game Design Document, the production stage where the scene was formed, alpha version testing by the developer, and beta testing by potential users. Research has resulted in the game "Keraton: Maja", which is successfully run without any defects or bugs. The results of testing the Likert questionnaire by beta testers got a Likert score percentage of 82%, so it can be concluded that the game system can be received very well.*

Keywords : History, Game, Education, Majapahit, Game Development Life Cycle