

## **ABSTRACT**

# **3 DIMENSIONAL EDUCATIONAL GAME FOR SMA/SMK STUDENTS IN GENERAL ELECTION USING GDLC METHOD (GAME DEVELOPMENT LIFE CYCLE)**

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*The general election commission is a government agency that functions to organize a general election. Elections are a tool of democracy to elect a leader, be it electing the DPD/DPRD/DPR, vice president or president. In school, the general election is a very important lesson for SMK / SMA students because soon they will fulfill the requirements to be able to participate in the general election, although lessons about the general election are provided as part of the school curriculum, however, most of the students do not understand and lack of interest in studying the election. Therefore, a game was created to help SMK / SMA students who have met the requirements to participate in the general election to understand and know about the general election. This game is designed using the Game Development Life Cycle (GDLC) method in which there are stages such as initiation, pre-production, production, testing, beta, release. In the results of testing this game successfully tested using blackbox and beta testing. The results of blackbox testing show that all functions, buttons, features, chapters, quizzes, answers are as expected and for beta testing 87% of respondents commented positively so it can be concluded that the game built is good enough to add insight into elections.*

**Keywords:** PEMILU, KPU, Game Edukasi, GDLC