

ABSTRAK

RANCANG BANGUN APLIKASI GAME EDUKASI MENGENAL BAGIAN ORGAN TUBUH BERBASIS ANDROID

*(Design And Development of Education Game Application for Android-Based
Body organs)*

BY

DESTIAWAN

13312094

In the development of technology today, there are many types of applications that aim to help improve the performance of the child's brain. Like guessing pictures, introduction to letters, guessing logos, and other simple games Learning is a process of communication between learners, instructors and teaching materials. Submitting learning messages from teachers to students today, still uses teaching aids such as books. This makes students less interested and feel bored when absorbing lessons, thus providing the effect of lazy learning.

Researchers designed and made an application as an interactive learning tool to learn material about organs for elementary school children based on Android Mobile. The development method uses gdlc. GDLC is a framework that is used to build video games. GDLC is a cycle that is similar to SDLC (Software Development Life Cycle), but there are additional stages in GDLC, and test the effectiveness of the product.

Tests conducted are using ISO 9126, ISO 9126 has been widely used which

Includes quality models and metrics The results obtained in the assessment through questionnaires concluded that more than 90.45% of students and teachers answered strongly agree that this application can be used as a medium learning that is interesting, easy to learn, and can help students learn material from the body.

Keywords: Games, education, organs, android.