

ABSTRACT

Educational game media can be understood as a learning method that uses games with the aim of facilitating the learning process, making learning fun and even increasing effective learning. The forms of learning using game media that are commonly used in teaching and learning activities are very diverse, ranging from offline (without using learning devices) to online (in the form of video games) both using Desktop and Android. An educational game that combines learning and playing, this educational game can also be used to engage students to gain knowledge and interest in students' learning. The results of interviews and observations at SD Negeri Jerangkang showed that there were several obstacles in the learning process of living and non-living objects, namely that there were still students who had not been able to recognize living and inanimate objects. The problem faced is the lack of interest in student learning. In this study the author uses the Game Development Life Cycle (GDLC) method. With the testing method using ISO 25010 for Functionality and Portability testing with test results to 10 respondents who proved that the game met the criteria of "Success" with a percentage of 96.56% in testing the Functionality aspect. In the aspect of Portability testing with the results of the "Success" criteria and a 100% percentage that can be installed and run well on Android.

Keywords: Games, Educational Games, Android, GDLC, ISO 25010, Skala likert