ABSTRACT

DESIGN OF EDUCATIONAL GAMES KNOWING THE NAME OF THE PRESIDENT AND THE VICE PRESIDENT OF THE REPUBLIC OF INDONESIA AS LEARNING MEDIA IN ELEMENTARY SCHOOLS BASED ON ANDROID

From

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This project aims to develop an educational game to introduce the names of Presidents and Vice Presidents of the Republic of Indonesia as a learning tool for elementary schools based on the Android platform. The game will provide information about the Presidents and Vice Presidents of Indonesia along with their respective terms, offering an interactive and engaging way for students to enhance their understanding of Indonesian leadership history. Through this innovative educational media, we seek to facilitate elementary school students' learning process and assessment while making it enjoyable and effective.

***Keywords**: Educational Game, Game Development Life Cycle, President and Vice President.*