

Abstract

Nowadays, there's a lot of citizen who forgot their own tourist attraction. Whereas attractions that they have is a very valuable asset that they have for the future. Therefore Nobel Team intend to introduce several attraction Indonesia in the form of games that learners become more attractive.

The design phase begins with the design of games , systems and storyboards. The implementation phase of the evaluation conducted by giving a questionnaires game. IMK evaluation , multimedia evaluation and evaluation of similar games . The results obtained from this design is a game called The Adventure of Bima Human of Monkey. This game is 2D adventure game that based on Android . This game is designed for single player and has a background story of five attractions in Indonesia. The attraction consists of Lake Toba , Maras , Borobudur , Raja Ampat . The game is targeted for students .

Keyword : adventure game, android, tourist attraction, Indonesia