

## ***ABSTRACT***

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*Chemistry is one of the compulsory lesson for high school students in Indonesia. Especially for groups Saintek. One chapter contained in 10th grade chemistry lesson is "electrolyte solution and Non-electrolytes". And based on a questionnaire conducted at Telkom Bandung High School students with little difficulty to memorize the name of the solution and the type of electrolyte solution and Non-electrolytes. Therefore, the authors wanted to create an educational game app of the electrolyte and Non-electrolytes. This educational game apps built using Construct 2 software development tools and Adobe Photoshop CS6. Methods of execution used is Luther-Soetopo. To test this theory using Functionality test and user acceptance test. And according to the results of the test user acceptance test 89% of respondents are satisfied with the game chemidu.*

*Keywords: Educational game, Chemistry, Construct 2.*