

**MOBILE GAME DESIGN AS LEARNING MEDIA HADIST FOR
KIDS 8-12 YEARS**

ABSTRACT

Lazuardy Azis, Jasonda. 2018. Mobile Game Design as Learning Media Hadist For Kids 8-12 Years. Final Project. Visual Communication Design Studio Program. Faculty of Creative Industries. Telkom University.

This Mobile Game "Learning Hadist, Come on !!" is a Mobile Game as a tool for learning Hadith for children aged 8-12 years. In designing this Mobile Game, the designer raises the phenomena that occur in today's children where there are so many children who can play or use gadgets adept but are not used for positive things and some parents also let their children play the gadget gets protracted. One of the guidelines for Muslims besides Al-Quran is al-Hadith. al-Hadith is the speech and narration of the Messenger of Allāh disampaikan which was conveyed to his friends, family and people. The Hadith of the Messenger of Allah contains advice, manners, and orders so that the life of mankind always adheres to Allah SWT. The Muslims have accepted that the Hadith of the Prophet Muhammad SAW was the main life guideline after the Koran. The method applied in this design is a mobile media puzzle game suitable for children.

Keywords: Hadith, Mobile Game, Puzzle, Learning, Playing