

ABSTRACT

RPG “Learning of Natural Resources Game” is education game based on desktop that created with purpose for education of Geography learning for grade XI students of Mutiara Baru High School. According to the result of questionnaire can be concluded that students of Mutiara Baru High School feel bored when studying subject that they are less interested. So, RPG “Learning of Natural Resource” with RPG Maker MV and named by “Natural Resource Adventure” is created. This game has some learning functionality with pictures, sound, reading material, answer question, and battle. In this construction game we use Waterfall method that are analyze, design, coding, implementation and evaluation. The creation of Questions are taken from Yudisthira book that used in Mutiara Baru High School as reference in game making.

Keywords: Application, Natural Resource, RPG, Geography, Waterfall.