

## ***Abstract***

*Culture plays an important role in life. All the activities that humans do every day comes from the construction and cultural values. But with the rapid development of technology, one impact is waning knowledge of the culture. Because of this waning knowledge of the culture, alternatives are needed in the continuing cultural knowledge to younger generations. One alternative is the educational game.*

*Educational game is a game created with purpose of teaching users of the subject, concept, history or culture. 3D is a graphics technology that can describe an object in 3-axis, x, y, and z. By using 3D models in the game, the material is shown to be more natural. At this final project, the material of the game taken is Nias culture. Nias is an area in Indonesia, which has a unique culture such as the Lompat Batu and Tari Perang. This educational game is third person adventure-type. Target users of this game are the children of the age of 10 years or older.*

*From testing games on children grade four and five, conclusions obtained is the implementation of educational game based 3D can increasing knowledge on the user's Nias culture and educational game has simple controls, a variety of missions, the story is linear and the three levels of increasing difficulty.*

***Keywords:*** *educational games, culture, 3D, nias*