ABSTRACT

The development of technology can improve the motivation and achievement of student learning so that interested in learning how to use the game media in the form of educational game (education games). SMA Shandy Putra is one of the senior high schools in the area of Telkom School in Dayeuh Kolot Bandung. Until recently, learning in high school are still of Shandy Putra senior high school verbalis and centered on teachers in the subjects of history. Therefore it appears problems occurred, namely the majority of students having difficulty in understanding these subjects, so that students do not repeat the lesson due to lack of interest in learning history. Therefore, the author wanted to create an educational game application that can be used by high school students on the material particularly Shandy Putra senior high school History about maintaining the independence of Indonesia in Bandung and Semarang for Class XI (eleven). This education game applications built using the software development tool RPG Maker VX Ace and Adobe Photoshop. The result of this educational game applications can be made of learning media that is self as they are role playing games that can make learning history more interesting and can be used as a companion book.

Keywords: Education Game, SMA Shandy Putra, history, role playing game