ABSTRACT

Ar-Rafi is an elementary school located in Sekejati III st, Kiara Condong, Bandung. Until now, the method of learning in this school is the teacher explains about the materi and sometimes the teacher makes some practice in science. But the practice in foods materi for grade 3 in this school is still using manual system. Example the teacher explains about the fruits and vegetables printed on the paper and tell the students what are the nutrients contained inside them. Comes some problems that the teacher needs to prepare fruits and vegetables printed on the papper then explain to the students about the nutrients orally. Because of that, the writer wants to create an education game application that can be used for the teachers as the media for practice especially in foods materi. This education game application is created with software development tool Construct 2 and Adobe Photoshop CS6. The methode that we used is ADDIE (Analysis, Design, Development, Implementation, and Evaluation). To test we use Functionality Test and User Acceptance Test theory. The result of the Functionality Test is the application can be operated in Mozilla Firefox and Google Chrome and the result of the User Acceptance Test is the button is easier to be used, the display of the game is attractive, the materi inside the game can be easier to be understood and also this game can be media for learning. This game is functioned as the altenate media for the teachers to do some practices by delivering the materi using 5 kinds of differents games.

Keywords: Education Game, Game Foods and Nutrition, Elementary Shool of Ar-Rafi.