

ABSTRACT

Information technology plays a big role in our daily life today. Simulation as a learning tool is becoming more familiar nowadays. The main reason that drives people doing simulation is to imitate condition or process so optimization can be done. With simulation, a variety of potential negative impacts can be shown virtually, so it could be used for minimizing the impacts. Some of them are packaged in more interesting ways, i.e. game. The lack of tool to support learning process of business activities will be one of major focus in this research.

In this research, a massively multi-player online business simulation game based on Java Spring and Android will be built, that is intended as a learning tool for simulating business activities. This research will use Agile Development methods; a sustainable development with their respective relatively short development time. Research begin with interview with several user and business game developer to define all the requirement needed in the game. There are acceptance tests from the user in iteration to measure if the function has been working properly. Last in release iteration phase, there is validity check to measure if the simulation is similar to real condition.

This research can be used according to the original purpose of the research; as a simulation tool for business activity. Some of the common features that available in this game such as building industries, transacting in the market, product advertising, creating a contract with other users.

Keywords: Game, Simulation, MMO, Business, Agile Development, Android