

ABSTRACT

The use of technology in the learning process is considered important in the world of education. One of them is the technology as a medium of learning website called multimedia learning applications. Educational games is one form of multimedia learning applications.

In this final project built an educational gaming subjects natural science devoted to fourth grade elementary school level who have the characteristics of learning styles kinestesis. In this educational game, learning content delivered in the form of animation about the experiment and application of a material in everyday life in order to increase interest and understanding of the child in learning.

This application is built using HTML5 technology and method development MDLC (Multimedia Development Life Cycle). There are three main modules in it, namely heat energy, sound energy, and light.

This research also comes with a testing User Acceptance Test (UAT) regarding the functionality and quality of user survey about the look and presentation of material. It also conducted post test to assess whether this application can help the user or not.

Keywords: Natural Sciences, educational games, kinesthetic, HTML5, MDLC.