

## **ABSTRACT**

*In the activity of teaching and learning at primary school age is an age where students need general knowledge that can improve students' insights, in this case, is to recognize animal features and types is a science that can add insight into these students and therefore to make students are interested in the need for the development of materials in the field of technology such as virtual reality that can be used as learning media for elementary school students*

*The development of this game is an introduction to virtual reality-based animal features and is played through an Android smartphone. To make this game look more interesting this game is equipped with a remote virtual reality device. In this game there is a menu "recognize the characteristics" and it is hoped that this game can provide knowledge that can help the learning methods of elementary school students. Then in the development of this game, there is a Linear Congruential Image Generator that can paint the object image on the problem so that makes this game more interesting.*

*in this edumal game blackbox testing managed to get a score of 100%, which means all the functions in this game can be run as desired and see from the beta testing of this edumal game get a good rating.*

**Keywords: Virtual Reality, Educational Games, Android Smartphones, LCG**