

Abstract

Learning media in elementary schools today mostly still use book media as a guide, this results in a lack of student interest in following ongoing subjects because for children today the monotonous learning process makes children quickly bored and bored. Based on the results of observations at SD Islam Cendekia Muda Bandung, it can be concluded that many grade 1 elementary school students still experience difficulties in learning the material of the prayer movement.

The method used in this research is the Game Development Life Cycle or GDLC. GDLC is a method used for designing a game. The stages in this method are sequenced in stages, namely Initiation, Pre-Production, Production, and Testing. This application is built for mobile devices based on android operations. The minigame in the application " Yuk Belajar Shalat " has 3 types of games, namely Pair the Movement, Guess the Prayer Movement, and Guess the Next Movement. The software used in this design and manufacture is using Unity 2019.1.14f1, and Microsoft Visual Studio 2017.

Keyword: Game, Educational Game, Android, Shalat.