

## **ABSTRACT**

*The making of a simulation of the traditional engklek game is motivated by preserving and reintroducing the traditional engklek game which has been packaged in a more modern form. Traditional games for now are almost no longer played in areas due to the very fast development of the times. Currently smartphones are more in demand and favored by children, therefore the author wants to reintroduce the traditional engklek game with a more modern system design, in addition to entertainment for children this final project also aims to preserve the nation's game.*

*The new design that is included in this simulation is that the data from the movement of a sensor in the real world will become the movement that will be applied to the simulation game. The movement of the sensor in question is that the sensor that has been provided will become the gaco in this simulation, then it will get output data which will later become the movement of the gaco in the game simulation.*

*With the successful design of the engklek traditional game simulation system, it is hoped that it can entertain children, preserve one of the Indonesian games, reintroduce this faded game, and inspire other Game Developers to create and develop similar topics.*

**Keywords:** *traditional engklek game, modern game, traditional game.*