

ABSTRACT

Contains Education has a very important role for children from an early age, the impact of Covid-19 causes the learning system of children at school to be increasingly ineffective, easily bored with learning, even school children have difficulty understanding lessons and making communication not improve smoothly. In life, the way to communicate well is to know the language. Knowing language to communicate becomes a very important role as an effort to convey feelings and thoughts so that they can be conveyed to others. Many efforts will be made to help invite children to learn languages and streamline children's ways of learning at home with different media, one of which is by creating a 2D educational game application project called LEARN. This game application will be used as an interactive medium to make children's learning effective at home, this RPG genre game and casual educational puzzles focuses on language learning. This application is based on a mobile application and is built with an android system that will be used by users to study according to the books in school. For the development of this application the author uses the Multimedia Development Life Cycle (MDLC) methodology. This application has several game plays with 3 different subjects, namely (Language, Science, Mathematics), and 3 main menus, namely Main, Settings and Info. This educational game application was made specifically for grade 1 elementary school children so that they can still learn while playing with a high enthusiasm for learning. With this language learning LEARN game, children can learn languages at home more interactively and increase their interest in learning.

Keywords: Game, Educational, 2D, MDLC, Language.