

ABSTRACT

Nowadays, game is one of the entertainment that is liked by various groups ranging from the young to the old. This causes the game to be one of the ways used to make the teaching and learning process more fun. However, not a few educational games are too rigid and only focus on the educational aspect so that the purpose of the game to entertain is forgotten. This research was conducted with the aim of avoiding this problem by adding an artificial intelligence system or Artificial Intelligence to educational games which are expected to provide an interesting experience without losing the educational aspect.

Non-Player Character (NPC) in this game has a habit that is implemented using the Finite State Machine method. The habit in question is that the greater the score generated by the user, the more difficult the challenge given by the NPC. These habits make NPC more attractive and memorable for users who play them.

This game was developed on the Android platform with the implementation of Finite State Machine on NPC behavior. The results obtained from the tests carried out on 33 high school/vocational high school students or equivalent were 96.9% of respondents felt this game was interesting to play. In addition, 90.9% felt interested in the Indonesian debate after playing this game and 90.9% of respondents also thought that the NPC's behavior had worked well.

Keywords: *Game, Artificial Intelligence, Android, Education, Non-Player Character, Finite State Machine*