

ABSTRACT

Entrepreneurs or can be called entrepreneurs play an important role as a structure in a country. The government is targeting more than 5 million new entrepreneurs to encourage the strengthening of the country's economic structure. Therefore, the introduction of entrepreneurship from an early age is needed to support the achievement of government goals. Games with educational content are a means for children to get to know and learn about entrepreneurship, one of which is by playing games.

The game, titled Wira Games, was developed to provide education in entrepreneurship. This game is designed to educate or educate directly about counting, interacting, and how to deal with pests. The mother NPC in this game is designed using the intelligent agent method to give instructions to players and make the game easier.

The results of this study indicate that the intelligent agent method can be applied to the mother's NPC. The results of the survey test conducted by calculating the Likert scale show that this game is interesting, easy to play, and the educational content is easy to understand. A percentage of 80.00% said that the mother's NPC character was in accordance with her character who helped players in playing the game.

Keywords: Entrepreneurship, Non-Playable Character, Intelligent Agent