

ABSTRACT

Current educational methods are no longer considered attractive by most people. They are more interested in video games and spend a lot of time playing. Creating educational content in games is the right solution to be used as a means of learning while playing.

The game, titled Adventures of Adam and Eric, was developed to provide technology-themed education. This game has been designed and is expected to be easy to understand for all ages. Players will be taught to distinguish between technological and non-technological objects. During the game, there is a Non Playable Character developed using the Finite State Machine method. The Finite State Machine method is used to design a control system that describes behavior or behavior. The character is assigned to accompany and help the player until the game is over.

The results of this study indicate that the Finite State Machine method can be applied to supporting characters. The survey tests conducted and the Likert scale calculations show that this game is interesting, entertaining, and easy to understand. Eric's character is considered suitable as a supporting character with a percentage of 80.29%.

Keywords: *Video game, Non Playable Character, Finite State Machine*