

## ABSTRACT

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*Currently, SMPN 3 Baleendah is in need of a game application to support teaching and learning activities. This game application as an alternative medium aimed at giving new things to students. Therefore, an android-based game application with an educational theme with 3-Dimensional modeling was created. The work method used is MDLC (Multimedia Development Life Cycle). The results obtained from 32 students of SMPN 3 Baleendah application can be well received with a percentage of 84.84% belonging to the excellent category.*

*Keywords : 3-Dimensional Modeling and Classification of Living Things.*