ABSTRACT

At this time, teaching and learning activities still use a monotonous method, namely by lecturing in front of the lecturer and students listening to what the lecturer is reading or the lecturer makes a slide presentation that is played through the class projector and students listen and record what knowledge is given by the lecturer.

The author makes educational games with Unity to make learning more interactive. In the game that the Author makes, there are educational videos that can be watched by users to increase knowledge about the 3x3 matrix and users are required to take quizzes that have been provided.

Therefore, the Author hopes that this educational game can add insight to the players of this game about the 3 x 3 matrix and the insights gained from this educational game can be implemented into the discrete math course.

Keywords: Unity, Game, Education Game