

## ABSTRACT

*Before the founding of the Republic of Indonesia (NKRI), Nusantara was originally an area controlled by hundreds of kingdoms, both large and small. In Sumatra, there are also kingdoms from Hinduism to Islam. Sumatera is also one of the entrances to Islam in the Nusantara. With the entry of Islam in Sumatra, Islamic kingdoms were formed in Sumatra. In Sumatra there are Samudera Pasai Sultanate, Aceh Darussalam Sultanate, Sri Inderapura Sultanate and Pagaruyung Kingdom.*

*Knowledge about the kingdoms of the past can be found in history lessons at school. In history learning, the method used in the learning process uses lecture methods so students are less enthusiastic and get bored quickly with history lessons. History textbooks are also dominated by kingdoms in the land of Java, so the kingdoms in Sumatra are less known by children. To attract the attention of students in studying history with a fun approach through game media because it has various advantages in terms of education. Research methods in this design use qualitative methods and data collection is by observation, interviews, questionnaires, and literature study.*

*The purpose of this design is to design an educational game as an educational media to know and help students in the history of the Islamic Kingdom in Sumatra and school students can find out about the history of the entry of Islam in the archipelago and the formation of the Islamic Kingdom through interesting and fun games.*

*Keywords : History, Islamic Kingdom, Education Game, School students.*