

## ABSTRACT

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*Traffic discipline is the behavior of road users, both motorized vehicles and cars, in accordance with the laws or traffic regulations that have been set. By making a learning game about traffic calm is one way that can be used to apply discipline, especially for road users who are still not obedient and do not know what traffic signs are. The formulation of the problem in this final project is "How to design learning media for traffic signs for those who want to do a SIM test so that it is interesting and interactive so that it is easy to understand." The purpose of this study is to improve existing deficiencies in the educational application of existing traffic signs, facilitate learning and interesting visualizations about learning traffic signs so that they become entertainment suggestions in learning and complying with the functions contained in traffic signs. For the success of this educational game, the author uses the GDLC (Game development life cycle) method with the result of the game mechanism from beta testing that is obtained, namely 87.85% with 44 respondents and our game has been released to the play store as a form of success in making this game.*

*Keywords: Educational Games, Traffic Signs, GDLC, SIM, Beta Testing, Play Store*