ABSTRACT

A number of regions in Indonesia certainly have their own script. However, in its development, these characters are increasingly rarely used. Even though the Sundanese script disappeared for a while, finally in 2013 the provincial government of West Java started to incorporate the Sundanese script learning curriculum into local content lessons, which were taught to students starting from elementary, junior high and high school/vocational school levels. One case that occurs in this problem is at SMPN 44 Bandung. Teachers experience difficulties in teaching Sundanese script material, because the material is quite difficult to learn plus the existence of a pandemic which makes the learning system less effective and moreover the interest of students in learning is reduced. This game is made to make it easier for students to memorize and know the Sundanese script. The method used in designing this game feature is using the Game Development Life Cycle (GDLC). The implementation of this final project development is in the form of an educational game that is implemented at SMPN 44 Bandung. Mobile game development has been carried out, testing has also been carried out using Alpha testing and the User Acceptance Test, the Aksun application is in the "Eligible" category and is ready for release.

Keyword : Sunda Language, Application, Game