

ABSTRACT

The introduction of English for students at SMPN 1 Cugenang students employs the old method, namely using books as a medium for learning. This method needs to be replaced with a new approach that aligns with the updated curriculum. During the initialization phase for students of SMPN 1 Cugenang after the COVID-19 pandemic, junior high school students solely relied on books that were aligned with the independent curriculum. It is essential to explore the utilization of technology as a learning medium. particularly in the context of english-based educational games, which is an innovative approach that should be considered. Therefore, a new methodology is required in the field of education, specifically for introducing English-based educational games. These applications can present learning materials in a more engaging manner. The application developed using unity technology, utilizing the MDLC (Multimedia Development Life Cycle) methodology. The MDLC method is a suitable approach for designing and developing a multimedia application that combines images, sound, video and animation. To access this application, a download link is provided for an English-based game application. Once downloaded to the students on the student's smartphone, they can use the application through the provided interface. The learning application offers text and audio materials, as well as quizzes for practice. Based on results of the testing of English-based game education on 30 respondents, it received an excellent score of 2.38, is a good score of 1.71 and an above-average score of 1.29 on the UEQ scale.

Keywords: English-based educational games, MDLC, Unity, 2D Objects.