

ABSTRACT

The Justice Rising game application is a simulation designed for learning Business and Law materials at RMIT University. This initiative emerged from a collaboration between the Multimedia Engineering Technology Research Labs (Metalabs) at Telkom University and RMIT University Australia, with the aim of facilitating a more interactive learning process, equipped with an automatic assessment mechanism. The application allows students to engage in realistic scenarios, helping to hone their argumentation, analytical, and decision-making skills.

This final project is aimed at producing an interactive educational game that also serves as an application to assist students' learning process. The scope of this project focuses on the development of a game application targeting the WebGL platform, operable on both MacOS and Windows systems, with the final output being an application that supports Business and Law learning materials. The development method of this application utilizes the SGDM framework, which includes stages from the planning process to the application launch. The Justice Rising application has undergone blackbox testing to ensure all feature requirements have been met and can be played on the desired operating systems. Furthermore, the SUS testing resulted in an average score of B, demonstrating that the application is user-friendly.

Keywords: Game, Simulation, Business and Law, Unity Application