ABSTRACT

TK IT Little Moslem plans to introduce public transportation to students at TK IT Little Moslem through games as a means of learning. They gave us the opportunity to participate in planning video game-based learning facilities, namely by creating a puzzle game to introduce public transportation to TK IT Little Moslem students. In this game there will be 3 types of mini games in it, namely the first is a transportation puzzle game, the second is a transportation shadow puzzle game which the author will discuss in this final project, and the third is a track selection puzzle game. In making this transportation shadow puzzle game, the author will use a methodology that is generally used for game creation or development, namely the GDLC methodology. With this methodology, the author and partners can see the development of this game starting from the earliest point to the very last point. The finished game will be tested with partners, namely the school principal and TK IT Little Moslem teacher. We will test everything in the game one by one, starting from the appearance of the game, buttons, scene changes, when the game is played, and until the game is released. Based on the result of the UEQ survey conducted directly with partner, Video Game Based Props with Solve Typology to Introduce Public Transportation in TK IT Little Moslem obtained survey result which showed an overall figure of 92 %.

Keywords: TK IT Little Moslem, Game, Puzzle