ABSTRACT

EDUCATIONAL GAME INTRODUCING INDONESIAN TRADITIONAL CLOTHING BASED ON ANDROID USING LIFE CYCLE GAME DEVELOPMENT METHOD

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Games are very popular and can be used as a medium of insight for children and teenagers. However, unfortunately games with an insightful and educational theme, especially those aimed at introducing and preserving Indonesian culture, especially about traditional clothing in Indonesia, are still rarely found. The aim of this final assignment is to design and create an educational game application for introducing traditional clothing based on GDLC that can be played by children offline. Through this game, users can find out about traditional clothing in Indonesia. Implementation of the Game Development Life Cycle (GDLC) in making games. The introduction of traditional clothing is a process that uses structured and orderly methods in making games. GDLC consists of several stages, such as initiation, pre-production, production, testing, beta and application release. This research involved 30 respondents to test educational games using black boxes and the System Usability Scale (SUS). The results show an average score of 73.83 with an index in the "good" category, indicating that this educational game has interesting features and adds insight into Indonesian traditional clothing.

Keywords: Game Development Life Cycle (GDLC), Applications, Android, Educational Games.