

ABSTRACT

***DESIGN AND DEVELOPMENT OF EDUCATIONAL
GAME FOR INTRODUCING JAVANESE SCRIPT
USING THE GAME DEVELOPMENT LIFE CYCLE
METHOD***

By

Fanny Dwi Rizky Saputra

21104010

Javanese script is a traditional writing system used by the Javanese people since ancient times. It is an important cultural heritage that must be preserved and passed down to future generations. However, a significant issue in learning Javanese script, particularly among students at SD Negeri 1 Teluk, is the lack of motivation. Many students perceive learning Javanese script as difficult and boring from the start. Only 9.5%, or 2 out of 21 students in the class, have mastered the script. This study aims to address this problem by designing and developing an educational game focused on introducing Javanese script. The development method used is the Game Development Life Cycle (GDLC). Data collection was conducted through interviews, observations, and literature studies. The results of this research are expected to support the teaching and learning process of Javanese script at SD Negeri 1 Teluk.

Keywords: Javanese Alphabet, Education, Game, Game Development Life Cycle, Unity