

ABSTRACT

AN EDUCATIONAL 2-DIMENSIONAL GAME FOR THE DENTAL WORLD

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Currently, dental and oral health problems in Indonesia are still quite high, because according to the 2018 Basic Health Research Results, the largest proportion of dental problems in Indonesia are damaged/cavities/painful teeth. Oral diseases can cause pain, suffering, psychological obstacles and social deprivation, which are very detrimental to both people and citizens, including children. Poor oral conditions, such as many cavities, can interfere with daily activities. The creation of an educational adventure game project has an important role in increasing insight by utilizing technology to learn about dental and oral diseases so as not to feel bored with simulation games and quizzes. The development of this game uses the Game Development Lifecycle (GDLC) method. GDLC consists of 6 development phases, starting from the initialization or concept creation phase, preproduction, production, testing, beta, and release. The party involved in this research is a Dental expert to validate this game according to valid material. With this research, results can be obtained with validity values on educational game materials and feasibility values. Later, the percentage value will determine whether the game is good or bad, using the Game Development Lifecycle (GDLC) methodology.

Keywords: Dental and Oral Diseases, Games, GDLC, Health, Technology