ABSTRACT

DEVELOPMENT OF RPG FOR HISTORY LEARNING OF THE BEGINNING KINGDOM SINGOSARI

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Beginning of kingdom Singosari *are appropriately remembered by this nation because a lot of positive things that can be drawn from this history. Where is the pioneer for Singosari royal kingdoms such as* Majapahit. *In addition, the spirit of hard work and never give up to achieve something exemplary of the founders of the kingdom. Subject matter the history of the kingdom Singosari was introduced when the student in class VIII at the junior high schools, where the rote application of the more widely applied. Based on that problems, will be built an education game that can help students learn and remember the history of the kingdom Singosari better, the education game history of the beginning kingdom Singosari.*

The genre of the game is RPG (Role Playing Game) and built using data flow analysis object-oriented or commonly called the OOP (Object oriented Programming) and Collision Detection Method. The storyline based on the story of title that be taken..

From the test results, game of history kingdom Singosari *is quite interesting to play, increase the knowledge, and can describe how the beginning of the Kingdom* Singosari *clearly.*

Keywords: game, kingdom Singosari, *RPG (Role Playing Game)*