ABSTRACT

In an effort to improve the efficiency of the application that containts the elements necessary educational alternatives and new innovations in programming to be applied as a tool to facilitate the learning process.The existence of the English educational game is expected to improve children's ability to understand English, either in the sense of the word or phrase, and eliminate boredom and give the spirit of learning.This educational game is very useful especially in the field of English education.The authors chose 4 ,5 grade elementary school children and 6 as a sample game, because of the difficulty of learning process is theoretically taught in elementary school children,since children prefer to play.

Preparation of this thesis using the prototype design method for this model is the classical model that is systematic, sequential in building software. Tools used to analyze constituent orientasi using objects, while the application is deployed using NetBeans and wireless toolkit as a simulator.

Application of the English educational game is expected to resolve the issue.So while children play this game the child is not bored,hoping the spirit of the child will be more motivated to learn and improve the quality of children's learning.

Keywords: Games, Education and English Language.