ABSTRACT

In an effort to improve the efficiency of the provision of applications that contain elements of education in need of alternatives and new innovations in terms of programming to be applied as a tool to facilitate the learning process.With the reading educational game is expected to improve the read skills of children in learning reading, that the educational game is very useful ineducation. Authors choosing children as targets "player", because of difficulties intheoretical learning process in teaching the kindergarden, remember the kids wouldrather play.

Preparation of this paper using waterfall method because the design of this model is a classical model that is systematic, sequential in building software. Tools used to analyze authors use flow charts, while the application used to use RPG Maker XP. Application of reading and random alpahbet educational game is expected to resolve the issue. So when kids play this game can indirectly learn to count, with the hope the spirit of the child to learn to be more motivated and improve the quality of children's learning.

Keywords : Game, Education and Reading