ABSTRACT

DEVELOPMENT GAME APPLICATION EDUCATION TOURISM INDONESIA

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The enchanting nature and great diversity of culture make Indonesia have huge tourism potentials. However, this huge potential have to get support from promotion and good awareness. Good promotion and effective awareness can be done through various media, one of them is educational game. Educational game is an alternative media to introduce the Indonesia tourism to children because they tend to like game and this is an effective media for learning tourism.

This educational game application is a two-dimensional game and it is a single player oriented which has 3 optional menu, consist of a tour contain with the information of natural tourism in Indonesia, and then quiz that contain with some questions about places of natural tourism in Indonesia and some help about the rule of the game.

According to the test use the blackbox method which consist of alpha test and beta test, it can be concluded that the making of educational game apllication can help children to improve their knowledge and their horizon of natural tourism objects in Indonesia.

Keywords: Indonesia tourism, Games, Education