ABSTRACT

2D GAME APPLICATION DEVELOPMENT OF STUDYING AND PLAYING FOR CHILDREN

By

REZHA ARDHANI PUTRA
10107448

A form of entertaiment that is familiar and loved by a lot of people in our live is game. Game is an application that is familiar with every segment of society, where nowadays game comes with a lot of genres which one among them is an education type of game. Education game is considered as an exciting activity and also a method or tool for education with educative nature. This kind of game is capable of improving thought ability, linguistic skill and also interaction with others. Aside from that, children could also strengthen their physical side to be more skillful and they are able to grow and develop their personality as well.

Therefore, it is necessary for a support of an appropriate assisting tool while playing game. From this problem then, there would be developed an application of 2D game with the title: "Bermain Sambil Belajar Untuk Anak-anak" (Studying while Playing for Children) which is hoped to be able to help children education in their pre-school period, especially children with 3-5 years of age.

The result of test from this 2D game shows that game application can be used as a education media for children particularly of 3-5 years of age. The features of this game also help children in the learning process.

***Keywords**: Children Game, Education Game.*