ABSTRACT

DEVELOPMENT GAME APPLICATION EDUCATION COUNTRIES IN THE WORLD

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One of the types of entertainment that we know and a common interest for many people in life is a game. Game is an application where many people will love it and it could attach for all walks in life. However, the development of a game is still produced by US and Japan. The efforts to improve the efficiency of application supplying that consist of education elements is needed as an alternative and new innovation in the field of programme to facilitate the learning process.

With the existence of the game called "Knowing the Countries in the World", it could improve the knowledge of children about many countries in the world. This game also has benefit things to expand and explore the knowledge of the children about many countries that they have not known before. Here, the writer chose kids at 7 to 12 years old as sample of game users because of the interest of children in playing games and their process of learning in theoretically. This research paper employs software research methodology, especially waterfall method, while the model of the data uses object oriented method. The tool to analyze this research uses *Unified Modelling Language* (UML).

The result of the game "Knowing the Countries in the World" shows that this game application can be used to solve the problem. Thus, children will not get bored when playing this game and the spirit of the children to learn many countries in the world gain more and improve their knowledge to become beyond the horizon.

Keywords: Game, Education, Knowledge, World.