ABSTRACT

EDUCATIONAL GAME DESIGN HISTORY OF INDONESIA'S INDEPENDENCE

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One form of entertainment that can provide a pleasant atmosphere and is in great demand in our life is a game. Currently the game extends its benefits not only to play but is also used for instructional media which is often called educational games.

History of Indonesia's independence is a story that must be borne in mind by the whole community, so many events happening that has been experienced in achieving the independence of Indonesia, would be very unfortunate if young children are the future generation does not understand the meaning of his own people's struggle for independence or even forget the history.

The subject matter of the history of Indonesia's independence was introduced at the time of male and female students occupy viii class at secondary school level, on the basis of these issues will be built an educational game that can help children learn the history of freedom in Indonesia, namely the independence of Indonesia educational game history, game is built using object-oriented data flow analysis, or commonly referred to as OOP (Object oriented programming).

The test results of the independence of Indonesia educational game history shows that the game can be used as a medium of learning to assist in the learning process, especially regarding the history of Indonesia's independence, which is based on the use of the title game and the storyline is built up in this game.

Keyword : game, OOP (Object Oriented Programming), Storyline.