ABSTRACT

APPLICATION OF ENGLISH EDUCATION GAME BASED DESKTOP

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In this research will made a game English education base on desktop. This game combines two types of game they are Adventure Game and Quiz Game, so in this game contains adventure in which there are educational presentation about English.

Marginally, the gameplay of this educational game must to complete the mission, where in its adventure player must collect the adventure books that contain material and the end of the adventure players will be given an evaluation. Software engineering methods used in the development is the object-oriented approach. While designing educational games are based on Artificial Intelligence Game using the Finite State Machine (FSM) in the game scenario.

after the educational game made, then the next process is the testing phase, the testing phase are alpha testing consists of testing white box and black box, while beta testing is done by questionnaires. Based on the results of the testing of English language educational game that has been done can be concluded that the overall application can run as expected and English educational games can be used as a means for users to play while learning fun.

Keywords: Learning, English, Game Education, Finite State Machine.