ABSTRACT

Theoretical learning or manual that is still noticeably less progress for the development of children. Given the ease of learning through educational games to stimulate children's cognitive and make the child a sense of pleasure, so that the cognitive aspects that require greater thought can be sharpened by the presence of these games and educational games can deliver a pleasant atmosphere in the learning process.

Preparation of this thesis using the design method of RUP (Rational Unifed Procces). RUP uses the concept of object-oriented, with activities focused on developing models using the Unified Model Language (UML). Tools used to analyze constituent using Use-Case Diagram, Activity Diagram, Squence Diagram, Class Diagram and Deployment Diagram.

The application of educational games is expected to increase English language means in the learning process more enjoyable., Learning English more effectively in the presence of educational games, educational games can increase interest in English language learning children to English subjects.

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Keywords: Educational Game, RUP and English