ABSTRACT

GAME SHOPPING TIME

by

Arizonanataliya Heryanti
10109769

One way the introduction of money to children is to teach children how to shop. Shopping is fun because a lot of shopping in the learning can take. With the value of learning in the matter of shopping, then shopping for the right theme to be appointed to the media game. It is also intended that the children be more responsible with the pocket money given by their parents.

The use of gaming as a means of education actually is not a taboo or wrong. Utilization and use of educational games can support learning processes of children. Learning is incorporated into the game could be the introduction of a number, how to count, color recognition, letter recognition, object recognition and so forth so that the child will feel happy with the means to learn while playing.

*Shopping Time game is a game that aims to provide learning to count and color recognition for children aged 6-12 years. In this game made with AI (Artificial Intelligence) by applying the algorithm A * (A Star). This algorithm is used to determine the selection of the shortest path to the destination point. The test results of this application in addition to presenting a shopping game time applications also provide educational value to children in learning a simple calculation and the introduction of color.*

Keywords : *games, education of children, shopping time, the algorithm A *, heuristics, Artificial Intelligence*