ABSTRACT

THE DEVELOPMENT EDUCATIONAL GAME OF SCIENCE FOR FOURTH GRADE

(STUDY CASE SDN ARCAMANIK ENDAH*)*

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The game is the most preferred activity of children.The development of game is not just limited to entertainment content, but has evolved to a game with delivers learning of subject matter. It is called by educational games. Educational games can be an alternative medium of learning.

The information used in this educational game is a human skeleton, form object and alternative energy. The presentation of subject matter in this game is given by a feature on smart book. In this game presented two forms of questions, they are multiple choice and short answer. In outline, game play of the educational game to capturing animals. The movement of animals is used Generate and Test Algorithm. This algorithm is applied in motion to avoid animals. The main character can pursue animals automatically by applying the Steepest Artificial Intellegence Ascent Hill Climbing Algorithm. This algorithm is applied in the motion of the main characters in the search for the shortest route to animals. The model used in building the educational game is a structured modeling.

The results of this research is the development educational game of science for fourth grade can be used as an alternative medium of learning in the process of learning sciences especially for foruth grade.

Keywords: educational game, Science, Generate and Test, steepest Ascent Hill Climbing.