ABSTRACT

DEVELOPMENT GAME ARCADE APPLICATION "WAR HISTORY KINGDOM" WITH HISTORY AND INDONESIAN CULTURE

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History and diverse cultures of Indonesia has the potential to make history and remarkable culture. Nevertheless, the enormous potential of this must be supported by promotions and a great introduction. Promotion and introduction of effective and efficient can be done through various media either by using educational games media. Educational game is an alternative media to introduce the history and culture of Indonesia to the children because the game was well liked by children and also an effective learning medium.

This Application game of educational is a 2-dimensional games are single player tells the story of 3 kingdoms of Indonesia and the culture of the kingdom, containing historical information and culture, respectively, and a quiz that contains questions about the history and culture of the region and the kingdom there is also a help how to play.

Based on the results of testing of 2D aplication, this game still can't prove introduce history and diverse culture Indonesia in interest and still cannot be alternate study for an education history and culture of Indonesia.

Keywords: Indonesia History and Culture, Games, Education