ABSTRACT

EDUCATION GAME KNOWN AND READ ARABIC

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In this world, there are various one language is Arabic. Arabic is one of the oldest languages in the world. Currently, especially in Indonesia, learning Arabic to children is very difficult to implement. This happens due to lack of interest in children, learning about the Arabic media that are less attractive and the theoretical learning in children.

Educational game is a game application that is designed to provide an educational or learning to players and can be used as a medium of learning. Preparation of this game application software research methodology using waterfall methods and data modeling using object-oriented modeling and algorithm BFS (Breadth First Search) and DFS (Depth First Search) in the use of artificial intelligence.

After going through the stages of development in accordance with the chosen method, then the implementation of educational games have follow-up testing of systems consisting of alpha testing which uses black box testing that focuses on the functional requirements of software testing and beta testing the field by giving questionnaires to the general public. After testing the alpha and beta, it can be concluded that a functional system can produce the expected results, the application display a pretty interesting game and can be used as a medium of learning.

Keywords: educational games, Arabic, waterfall, Algorithm BFS and DFS