

## **Abstract**

Humans in their daily life will not be separated from culture, because humans are creators and users of culture itself. So people need culture to be able to live everyday life. In contrast to culture, culture can live by itself. The problem that arises is the decline in the curiosity of the young generation of Indonesian culture. Coupled with the emergence of some foreign culture that goes to Indonesia which according to the younger generation is more interesting. So they prefer to follow foreign cultures that look more modern according to them. Coupled with the easy access of search about a more modern culture makes the younger generation more forget their own culture. Therefore an application is designed to convey information about Indonesian culture in the form of a mobile game. Some preparations have been made to be able to create mobile apps. Starting from the design stage, asset collection, manufacture, to testing. Based on the results of implementation, in making this application can add user interest to know the culture of Indonesia.

**Keywords:** Indonesia culture, mobile application, game