

Abstract

Java island is the 13th largest island in the world and 5th in Indonesia. A lot of Indonesia's histories are exist in Java Island. Starts from the centre of several Hindu-Buddhist kingdoms, Islamic kingdoms period, colonial of Dutch East Indies, until the movement of Indonesian independence day. Java island provides considerable impact for Indonesian social, politics, and economics. Java language is the main language of 60 million people in Indonesia who speak in three main languages. By the rapid development of game based on Android, this final project goals are developing games based on Android with traditional cultures, travel components, and the histories of Java Island as the object of the game. This game uses simple gameplays those are point-click games and puzzle games. The goal of this game is it can be played by all people especially children. Beside visual entertainment media, this game also suggests the user to learn and care about environment of Java Island.

Keyword: *Java Island, game design, touch screen, android.*