

Abstract

History is one of the national identity must be respected, protected and preserved in order to be a legacy of our children and grandchildren. This is certainly the responsibility of the young generation as well as support from various instances. There are several methods in delivering Indonesian history. One of them is school education, especially at the junior up to high school level because at this level, history course is compulsory subject. From several existing methods, Indonesian history as a form of a game is powerful method because the in the process of playing while learning. Those are the reason for us to make game to introduce Indonesian history using Android. The game that we create is called "Bocah", the game introduces Indonesian history in the form of a story in a game separated the fiction we make in the game and the real history of Indonesia. The contribution of the game is to help the junior to high school level students to understand the subject of history in better way.

Keywords : Bocah, Game, History, Android