

Abstract

Education in Indonesia still has some problems to be solved, one of them is the effectiveness of the material delivery *method*. Conventional material delivery *method* can not be absorbed well by the students because of the students's lack of interest in the subject itself, especially subjects that are well-known with thick literature books and a need lot of memorization such as History and Culture of Indonesia. Based on the problems above, the authors built educational *game* that is expected to increase the enthusiasm of students in the study of material, especially for Junior *High School* students. The type of *game* created is Role Playing *Game* (RPG) that is built on the Desktop platform. RPG is chosen as the type of the *game* that we built because in this *game* the students are expected to explore the *game* world with their own creativity. In RPG, each player can face different storyline depend of which way they choose. In this *game*, the students control the main character who has a mission to search Indonesian national flag that has been stolen by "Tuyul". To find the flag, they need the knowledge of Indonesian History & Culture to solve the questions in the battle of the *game*. To build this *game*, the authors use RPG maker, and Ruby for the programming language.

Keywords: *RPG, educational game, RPG maker, Ruby, History & Culture of Indonesia*