ABSTRACT

Natural science is the main subject of which falls within the subject curriculum from primary school level to High School. Students of Grade VI Elementary School a little trouble with science lessons due to the number of materials that must be memorized by the students. Seeing these problems at this final project proposed a learning tool in the form of game education science adventure class VI elementary school using tools Construct 2 for students during the learning process outside of school hours. In this game development tools used is Construct 2 and will be exported to HTML 5. In this game there are several adventure game genre, Catching, Shooting,puzzle, Flying Along and Slide Show. Judging from the results of tests on students in 6th grade most of them stated that in this game buttons are easy to use, attractive appearance, the game is easy to operate, the material can be understood so that each level of this game, enables students to learn science. In addition, the flow of materials from the questionnaire filled game with the syllabus by the teacher also stated that the game is in accordance with the syllabus KTSP 2006.

Keywords: IPA, Construct 2, HTML5, Game Education