Abstract

The rise of technology concept for learning system can be improved so that be more entertaining, especially for kids. This topic was choosen to give an alternative to create a *game* which can be used for entertainment and also learning means especially for Indonesia history education by using smartphone/mobile technology. The *game* was built by Unity so that can be converted to Android version. We arranged a testing to elementary school students to calculate how much the knowledge of Indonesian kids about the history. The result is correspondent give a positive reaction to *Game* Sejarah Indonesia so that the stake of application can be downloaded via Playstore much bigger.

Development of technology learning purpose cause learning system can be improved to be more entertaining. The topic is selected to give an alternative by create a game which can be used as entertainment and learning means, especially for Indonesia history education by using smartphone/mobile technology. In order to build the system, we use Unity so that can be built to Android version. We arrange the application testing to elementary student so that we can take a sample which lead us to calculate how excited they learn and improve their knowledge about Indonesian history. The result is correspondent actually excited and welcomed Game Sejarah Indonesia nicely so that the user's interest to download it from Playstore is much greater.

Keywords: *Game*, Indonesia, History, Android, Technology