Abstract

Gedural is an introductive game of Indonesia's traffic signals using android platform. The game is made as interesting and as interactive as possible, so it could be a new fun educative media. The data used also accurate and in accordance with the traffic signs present in Indonesia. This game has learning menu and playing menu. In learning menu there are traffic signs for us to learn and meaning of each sign. Therefore one could get to know again the meaning of any traffic signs present on the street. While in playing menu there is evaluation of what have been learned in learning menu.

The evaluation available in multiple choice questions designed as a game in expectation *user* will not get bored plays the application. The main target *user* of this game is children with age four to eight years old. But this game also does not rule out the possibility to be played by all ages. By the presence of this smartphone game, we hope public knowledge about Indonesia's traffic signs improved and could be more disciplined to obey present traffic signs.

Key words: gedural , traffic signs , smartphone , android , learning.