

ABSTRACT

Educational game is an useful application which helps learning process for children and also as entertainment which can develop children's creativity in thinking. One of elementary subject which requires creativity is Natural Science, because it is the closest to children's everyday environment. Based on the problem above, so the researcher made natural science educational game for 4th grade students at Ar-Rafi Elementary School Bandung. This game is built by using the construct 2 which is crosswalked to the Android Platform by Intel XDK. This game challenges students to play and learning about plants in the vicinity. This game will calculate the obtained score to determine the students's ability in every served material. From this educational game, 90 % of 4th grade students Ar-Rafi claimed to understand the subject matter presented

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