

ABSTRACT

Science (IPA) is a lesson which its implementation is used in daily life. One of the topics is the grouping of animal, whether invertebrata and vertebrata. Because of the lack of learning facilities, so the 4th grade students of Ar-Rafi Elementary School are difficult to recognize the animal in the vicinity. Based on the problem above, the researcher made an educational game application about the recognition and grouping of animal for natural science subject (IPA) for the 4th grade students of Ar-Rafi Elementary School which is built by Construct 2. This educational game is a multimedia application which is useful as natural science learning media for the 4th grade students of Ar-Rafi Elementary School. This game is not only challenges for playing, but also for learning or it is called as playing while learning game. Then, this game is built by the construct 2 which is crosswalked to Android Platform by Intel XDK. There are 3 game genre, such as : Adventure, Quiz and Drag and Drop which are divided into 7 stages based on the material of their learning book. Because of this game, hopefully the 4th grade students of Ar-Rafi Elementary School could be easier in learning the grouping of animal while playing.

Key words : science , Vertebrates , Invertebrates , constuct 2 , Android .