

ABSTRACT

Chemistry is one of the compulsory lesson for high school students in Indonesia. Especially for groups Saintek. One chapter contained in 10th grade chemistry lesson is "electrolyte solution and Non-electrolytes". And based on a questionnaire conducted at Telkom Bandung High School students with little difficulty to memorize the name of the solution and the type of electrolyte solution and Non-electrolytes. Therefore, the authors wanted to create an educational game app of the electrolyte and Non-electrolytes. This educational game apps built using Construct 2 software development tools and Adobe Photoshop CS6. Methods of execution used is Luther-Soetopo. To test this theory using Functionality test and user acceptance test. And according to the results of the test user acceptance test 89% of respondents are satisfied with the game chemidu.

Keywords: Educational game, Chemistry, Construct 2.