

## ***Abstract***

*Educational game is an alternative means of learning and educational yangmenyenangkan . In conducting an educational game design , user experience guidelines may be used . User experience ( UX abbreviated ) is the quality of experience ( experience ) when a person interacts with a particular design <sup>[14]</sup> . By using the UX interface design stage and game mechanics , designers can more effectively set goals that will result in an experience <sup>[3]</sup> .*

*This final project aim to produce educational game interface that corresponds to the user to improve the user experience usability , as well as analyze the effect of the UX on interface and mechanics that built inside*

*Keyword: user experience, educational game*