ABSTRACT

Natural Science plays an important role in the delivery of information about the human digestive system is still not widely known by students. The problem that arises in the delivery of the material is the facility for the teaching teacher. Teachers only use the makeshift facilities in human openness and 34% of students still find it difficult to remember and understand the material of the human digestive system. Therefore, in this final process will be built an educational game "Sispencer" about natural science. The application is built using Microsoft Windows OS 10 Pro 64-bit software, Adobe Photoshop CS6, Constract2. Making this application using ADDIE method that consists of 4 stages, namely Analysis, Design, Development, Implementation. System testing is done by using. After using the application, students will be asked to fill out the questionnaire to give their satisfaction result on the application that has been made. The results of the educational game "sispencer" can be used as an alternative means for teachers who practice IPA especially on digestive system material for grade 5 of elementary school.

Keywoards : Multimedia*, Game Human Digestive System, ADDIE.*