

ABSTRACT

Educational *game* is a *game* that is created and specifically designed to be used as a medium that is used to teach someone through material that contains sound, text, images, and animation, the subject matter of which addresses a particular subject, which has the aim of being able to expand the concept, provide understanding which is better than material that teaches a historical or cultural event. As a means of education, applications can be made containing the story material about the events of 10 November 1945 starting from the beginning of the events of the war in Surabaya until the killing of General Mallaby. The method used in making this learning media is to use the type of *game Role Playing Game*. With the application that has been built, it is expected to increase knowledge about the events of 10 November 1945 in Surabaya.

Keyword : 10 November 1945, Android RPG (*Role Playing Game*)