

## ABSTRACT

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*RPG Games Learning Geography Class XI SMA is a desktop-based interactive multimedia form created with learning and entertainment goals for New Pearl High School students in Bekasi to study the Environment. According to the results of the questionnaire can be concluded that the students of SMA Mutiara Baru feel bored and saturated in learning lessons of geography, especially environmental lessons because of the many theories used in this lesson. Then made RPG game Geography Learning XI by using RPG Maker MV application and game was made entitled "Green of Village". This game has some functionality viewing videos of environmental lessons, reading material, answering questions, and fighting. In game work using waterfall working methods that is, needs analysis, system design, coding, implementation and testing.*

*Keywords: Environment, RPG, Geography, Waterfall*