

Abstract

The process of photosynthetic learning which discusses the theory of practice in the delivery of learning material encourages students in the learning process. All students enjoy learning while having fun, because it can make learning more interesting and unpleasant.

In the current era, children who are more interested in playing using smart phones learn and read books. The development of technology has become more advanced, one that is increasingly being developed is games. Games are entertainment that is very popular with children to adults. By playing a game someone asks for intellectual agility, thinking, and winning the game's completion target.

Based on these considerations, the Plant Factory game was developed, which is an android-based platformer game application that will provide photosynthetic material in the form of games that can facilitate children in facilitation and understand photosynthesis.

Keywords: game, photosynthesis, learning, android