

ABSTRACT

The current rapid development of technology has an effect on the learning process in elementary schools and also affects the learning material and the way of delivering material in the process of teaching and learning activities. At the elementary school, students will tend to be more interested in games that are easy to play and also include bright colors and animated images that attract attention. And at this age students will find it easier to remember a form or writing that has attractive characteristics color and a form that is communicative and fun. In this research, it produces innovative, creative and interesting learning media. An android-based ethics education game called “Nisa dan Nasa” using Arnold Hendrick’s Game Development Life Cycle methodology. This game teaches children to make decisions which one are good and which are wrong, at the end of the game, final score can be generated. This game is a 2D interactive educational game that will be used in Telkom Elementary Schools. The results of this study indicate that Nisa and Nasa’s Educational games can run well.

Keywords— educational games, games development, ethic.