

ABSTRACT

Along with the times, people do not realize the importance of regional languages, not even a few parents do not introduce, and translate their respective regional languages to every child, including Sundanese. Early childhood is an age group that is in the process of development. Introducing Sundanese in elementary school is the right thing to foster their interest in learning Sundanese. Several types of media are widely used for early childhood education methods, one of which is games. The game is the most important media by children so that it is easier to get their interest, enthusiasm, and attention to learn Sundanese. Therefore, in this research the writer makes an innovative, creative and interesting learning media which is an Android-based educational game named "Si Asep Nyasab in the Labyrinth". In the game that was built provides a number of questions taken from Sundanese language class 4 SDN 2 Kebalen Bekasi. By using an experimental development of GDLC (Game Development Lyfe Cycle), and using 2 types of testing, namely the black box, and beta testing (users). Black box testing is a test carried out on the functionality contained in the game, then carried out with beta testing which is the final stage of testing for grade 4 students of SDN 2 Kebalen Bekasi.

Keywords: Sundanese, early age, elementary school, educational games, GDLC, black box, beta testing.