

Abstract

Language has an important role for the intellectual, social, and emotional development of a human. One of the languages found in Indonesia is Arabic. Learning Arabic in Indonesia is currently experiencing rapid development. As good as Arabic is, the material in it is expected to have a positive meaning for students. One of the most active material to achieve is so that students can know and understand Arabic vocabulary related to different materials at each level of education. But there are times when problems in this stage of learning Arabic, one of which is the lack of learning aids. This also happened to the Khoiru Ummah Elementary School (SD). Therefore, a final project was formed with the title "Memory Game Module in Learning Arabic Schule Game Mobile". This final project was created using Unity software and can be run on the Android platform. The methodology used is the Proposed Game Development Life Cycle (GDLC) model that has been perfected by Rido Ramadan and Yani Widyani. The implementation of this final project development is in the form of an educational game which is applied to SD Khoiru Ummah. Mobile game development has been carried out, testing has also been carried out by conducting Alpha and Beta testing. In Alpha testing, the Schule application has fulfilled all existing functionality. While in Beta testing, the Schule application is in the "feasible" category and is ready to be released.

Keyword: Arab language, game development life cycle, Memory Game, Android, Unity