Abstract

In this time technology is developing rapidly and now many people are interested in games. Many children today prefer playing games rather than learning so they forget the importance of learning for the sake of their lives later. Lessons can make someone better, one of the lessons that can make people better is history. From there we can see what happened in the past, from the good to the bad, so we can learn so that nothing similar happens.

The development of this application aims to increase children's insight into the Islamic history of Imam Syafi'i. The author chose children aged 11-18 years as a sample of game users because their reasoning began to be critical and could choose what was good and what was not for them. The design methodology used in this project is the prototype method.

The results of the application of this game are expected to make children excited in learning the history of Imam Syafi'i by not feeling bored and more motivated in increasing their knowledge and insight to form a good person for the family, nation, and country.

Keywords*: Game, Insight, Imam Syafi'i*