ABSTRACT

Culture can be interpreted as a way of life that develops and is passed on from generation to generation. Indonesia has many cultures that we know around us, ranging from traditional food, traditional houses, traditional weapons, traditional dances, traditional songs, cultural relics and much more. Along with the times, the culture in Indonesia at this time is slowly beginning to be forgotten, this happens because so many foreign cultures that enter and are easily accepted by the community, especially many of them children and young people prefer foreign culture than culture homeland. With this problem, the author designs and builds an educational game application for learning interesting and useful media for children. in designing this game the author uses the unity application to create a BaSuBa Educational Game Application for game and learning media. In this research, this application is to introduce Indonesian culture about traditional weapons and traditional clothing. This BaSuBa Educational Game Application becomes a means for games and learning for children in an easy and interesting way.

Kata Kunci: *Melestarikan budaya, Unity 2D, Game Computer, 2D Side-scrolling.*