

## **Abstract**

In today's times, technological developments are running rapidly and nowadays many conventional game users have switched to digital. The number of children to adolescents nowadays plays games too often and does not care about learning, especially learning about culture. Culture is a symbol of pride from a custom or tribe in an area. From there, we can preserve and find out what the different customs or tribes have in Indonesia.

This application development aims to increase children's and adolescent's insight into the culture of an area in Indonesia. The author selects children aged 13-25 years as a sample of game users, because culture has been taught from elementary school.

The results of the application of this game are expected to make children enthusiastic about learning more about culture in Indonesia with feelings of pleasure and not feeling bored.

**Keywords:** Game Applications, Insights, Indonesia