

## ABSTRACT

*At Almalia School Bandung PAUD there are obstacles that Playgroup B children aged 3-4 years have difficulty understanding the material of the Solar System which requires a clear visual form and the material presented cannot be absorbed properly because the media is taught by the teacher who teaches less attractive and limited learning media in delivering material visually. To overcome this, an interactive learning media is needed in the form of an educational game on Introduction to the Solar System based on a PC (Personal Computer). This educational game is a learning medium that aims to facilitate teachers in the teaching and learning process. The making of this educational game was made using the Unity 3D game engine. The method used is the MDLC (Multimedia Development Life Cycle) method. The Solar System Introduction Educational Game has three game features, namely planet puzzle game, planet sequence game, and planet quiz game. Testing the educational game Introduction to the Solar System was carried out using the blackbox testing method and the User Acceptance Test using a questionnaire. This test is carried out on users, namely teachers at Almalia School. The results of this test show that 80% of respondents answered strongly that this educational game is an interesting and interactive learning media for the introduction of the Solar System and can help and facilitate Playgroup B class teachers in teaching and learning activities at Almalia School based on PC (Personal Computer).*

*Keyword: Educational Games, Unity 3D, MDLC, Learning Media, Solar System*