ABSTRACT

Chronolizer Sirah Nabawiyah War Phase Based on Transmedia Storytelling, is an application that contains a record of the life journey of the Prophet Muhammad SAW in the Prophetic War Phase which is made as interesting as possible with the concept of a serious game that works like an ebook so that users can read without getting bored to learn about the life journey of the Prophet Muhammad, especially events. - major events in it.

Chronolizer Sirah Nabawiyah War Phase Based on Transmedia Storytelling using Rapid Game Development research methodology. This method is adapted from the Atomic Design method, which can be used by novice programmers to build functional game prototypes in a short time.

Tests were carried out to check the functions in the Sirah Nabawiyah Chronolizer based on transmedia storytelling which aims to match the design that has been prepared previously. Testing on this Chronolizer uses black box testing, which prioritizes functionality in the application running well.

Keywords: Chronolizer, Transmedia Storytelling, *Application*