

ABSTRACT

At the end of 2019, there was an emergence of diseases that came from the Corona virus family. In consideration of avoiding inaccurate virus names, WHO inaugurated the new name for 2019 n-Cov to be Covid-19. This study is motivated by the condition of the problems that are happening at this time and bring major changes to all aspects of activities in daily life. The problem discussed in this study is the Covid Eradication Game "Covid Heroes". The purpose of this study is to design an Android-based game as an alternative learning media to provide information about Covid-19 implicitly and increase awareness, especially regarding efforts to prevent the spread of Covid-19 which are interactive, fun, and entertaining for children and adolescents aged 10. -18 years. The problem solving method used in designing this application is the waterfall method, this method describes a systematic and sequential approach to application development.

Keywords : *Covid-19, Game, Android.*