

ABSTRACT

The Geological Museum is a historical museum that contains many ancient collections such as fossils of ancient extinct creatures, rocks, and minerals. All forms of information media in the Bandung Geological Museum, which makes it easier for visitors to find out the histories contained in the collection of rocks in the Museum. However, there is no more interesting and interactive information technology innovation for tourists there who still use conventional information media. For this reason, the author designed an educational game application that can optimize learning media in studying the collection of mineral rocks at the Bandung Geological Museum. The system is made using the GDLC method with Unity 3D software, and testing planning is done using Black Box.

Keywords: Game, GDLC, Unity, Black Box, Minerals.