

## **ABSTRACT**

*Sirah Nabawiyah Chronolizer Based on Transmedia Storytelling with case studies of the Pre-Prophetic Phase is an application that contains the history of the Prophet Muhammad's journey in spreading Islam. The study of Sirah Nabawiyah is taken from the histories that have been passed down from generation to generation and uses book as the main material for making applications.*

*This design is in the form of a digital version namely a PC (Personal Computer), using Unity tools with the concept of Transmedia Interactive Storytelling, so that it is easy to understand. The methodology used is the Rapid Game Development Model. This method is adapted from the Atomic Design method, it can be used by novice programmers to build functional game prototypes in a short time.*

*Chronolizer testing is carried out to check every functional in the application, running well and in accordance with the design that has been prepared previously. Testing on the Pre-Prophetic Chronolizer uses black box testing, the results are based on application details such as the appearance of the application, the functions that exist in the application, and the suitability of the function flow.*

*Keywords: Transmedia Storytelling, Sirah Nabawiyah Chronolizer, Chronolizer Application.*