

ABSTRACT

Education needs to be applied to children from an early age, both at home and at school. It aims to form good traits and character in early childhood. Elementary School Education (SD), is the stage where children will be more interested in the knowledge they want to know. Educational games are media that serve to convey learning messages to make it easier for children to understand the material. This learning animation combines audio, video animation, pictures and music in explaining prayers for children aged 6-8 years. This Mobile game will be implemented into Android. By designing this game, it is hoped that it can increase children's interest in learning. And it can also make it easier for teachers to deliver learning materials to children in an easily accessible way. Likewise, parents are also more supportive and make it easier for children to learn by playing this game. The software used in making this two-dimensional animation is Corel Draw as graphic editing and unity for making applications. In making this application using the MDLC (Multimedia Development Life Cycle) method.

Keywords: Educational Game, Animation, Android, Unity, Corel Draw