

ABSTRACT

In this study, the author will make a 2-Dimensional Game about Introduction to Planets in the Solar System, the Solar System has been studied in elementary school. Students learn about the Solar System using print media provided by the school. For this reason, the author took the initiative to make a game in an application that was made interesting and interactive. With interesting learning media, it can increase the learning interest of elementary school students as well as become a teacher's tool so that they can achieve school teaching goals. In this game, students of State Elementary School 1 Bodelor can go on an adventure while learning about general knowledge about the Earth and the Moon and other interesting facts. The method used in designing this game uses Game Development Life Cycle (GDLC). This research was made using Unity 3D, and Corel Draw. With this application, students can learn about the Solar System with more enthusiasm and can learn anywhere and anytime with very good results 92.625%.

Keywords: Solar System, Game, Unity 3D, Corel Draw.