

ABSTRACT

SDN Panundaan Elementary School is an elementary school located in the Ciwidey area, Bandung Regency. Learning in schools has become very ineffective due to the Covid-19 pandemic, many school students have difficulty understanding the lessons given by their teachers. Authors and teachers also work together to create an effective learning system and can help children to understand lessons more easily using different media, namely by creating a 2-dimensional educational game called LEARN. This educational game is a casual educational puzzle genre based on Android and will be used by students as a learning medium according to the textbooks they study at school. The method used to build this educational game is the MDLC (Multimedia Development Life Cycle) method, this educational game has three learning subjects that are applied to games, namely Discuss, Mathematics, and Science. This educational game is intended for 1st graders at SDN Panundaan and the author hopes that this educational game can help 1st graders at SDN Panundaan in their learning and not get bored easily with monotonous learning methods.

Keywords: Game, Education, MDLC