

ABSTRACT

SDN Panundaan is a State Elementary School which coincides in the Ciwidey area, Bandung Regency. Currently, due to Covid-19, the learning system in schools has become ineffective and many children have difficulty understanding lessons. For that reason, the author is working with teachers to help make children's learning effective with different media, namely by creating an educational game application project. dimension named LEARN which genres RPG and casual puzzles. The author wants to make this educational game application as an interactive medium in children's learning, this application is based on a mobile application and built with an android system that will be used by the user to learn according to the books in school, for the development of this application the author uses the Waterfall methodology which consists of 5 stages, namely Requirement, Design, Implementation, Verification, and Maintenance. This application has several views such as in the initial display, Game play with 3 different subjects, namely (Language, Science, Mathematics), Settings, Info, Exit. This educational game application is made specifically for grade 1 elementary school children so that they can still learn while playing, the author hopes that this educational game can help grade 1 elementary school children not to get bored quickly with learning methods that are just that.

Keywords: Educational Game, 2D, Android.