

Abstract

Abstract - Learning Arabic at SD Khoiru Ummah uses conventional tools such as blackboards and module books. This is considered less effective for learning, it makes students bored quickly and feels lazy to learn, especially for a language learning. The quiz game module in the Arabic learning application Schulë Game Mobile can be used as a tool for learning Arabic for grade 1 at SD Khoiru Ummah. This game is designed using the Game Development Life Cycle (GDLC) method. Games have been built using Unity software. This game is in the form of a mobile game, so the platform used is Android. The results of Alpha testing, application functionality can run according to the expected criteria. Beta testing was carried out by distributing questionnaires to 7 SD Khoiru Ummah teachers. The calculation of the results of respondents' responses is measured using the Likert scale method. From the Beta test results, the quiz module in the Schule game is included in the "Very Eligible" category with a percentage of 85%.

Keyword: mobile game, Arab language, quiz game, Android, GDLC