

ABSTRACT

The use of educational games in learning and teaching continues to increase. Because educational games have major advantages in terms of visualization of real problems. Educational games also have a fast, interesting and useful form of teaching. Educational games are also easier for children to understand learning. One of the understandings that must be learned by children is the introduction of objects and their names. In general, many educational games have been developed, but not many educational games are easily understood by children and must still be under the supervision of parents.

The game roaming the archipelago has guiding NPC characters and spiders that players must conquer. This NPC character is designed using the intelligent agent method to regulate all behavior performed by NPC in the game roaming the archipelago. Intelligent agent is a method that regulates the behavior of NPC in stepping and taking actions based on the system.

The result of implementing NPC behavior using the intelligent agent method is that it can regulate the behavior of NPC characters according to the given parameter values. The results of testing on users or respondents on google form as many as 30 people resulted in 63% choosing very much like the behavior of NPC. From these results it can be concluded that the behavior of NPC in the game roaming the archipelago is very appropriate.

Keywords: *Game, Education game, Intelligent Agent, NPC*