

## ABSTRACT

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*SMAIT UMMUL QURO BOGOR is one of the high schools under the auspices of the UMMUL QURO Foundation in 2011, has obstacles in English language learning in the fields of grammar and reading. One of the solutions offered to SMAIT UMMUL QURO BOGOR is to build a game application that is not yet owned by SMAIT UMMUL QURO BOGOR, with the creation of an English learning game application with the name INDOMAZ. The making of this game application is based on the Multimedia Development Life Cycle methodology which has five stages, namely Initialization, Blueprint Design, Assets Preparation, Product Development, Testing & Validation. This application was then tested on students from SMAIT UMMUL QURO BOGOR with satisfactory results and met the criteria through UEQ (User Experience Questionnaire) testing, the survey results obtained showed the highest data of 1.56 for efficient data.*

*Keywords Unity, game app, blender, animation, adobe premiere*