

ABSTRACT

One of the seventh grade science teachers from SMPN 3 Baleendah is in need of a game application to support teaching and learning activities. This game application is intended for teachers who are in need of a game application so that they can be used as learning media. Therefore, an Android-based game application was made with an educational theme in 3D. The working method used is Game Based Learning (GBL). "Design of Living Things Classification Game Applications in Class VII Science SMP NEGERI 3 BALEENDAH" has been validated by the relevant teacher. And get feedback on playing experience from 32 grade VII students with percentage score of 84% in the "very good" category. It can be concluded that "Design of Living Things Classification Game Applications in Class VII Science SMP NEGERI 3 BALEENDAH" is appropriate for use by Science teachers for Class VII to their students.

Keywords: Game, Living Things, Android, Serious Game Development Model (SGDM).