

ABSTRACT

Currently, SMPN 3 Baleendah is in need of a game application to support teaching and learning activities. This game application as an alternative medium aimed at giving new things to students. Therefore, an android-based game application with an educational theme with 3-Dimensional modeling was created. The work method used is MDLC (Multimedia Development Life Cycle). The results obtained from 32 students of SMPN 3 Baleendah application can be well received with a percentage of 84.84% belonging to the excellent category.

Keywords : 3-Dimensional Modeling and Classification of Living Things.