

ABSTRACT

SMAIT UMMUL QURO BOGOR is one of the senior high schools under the auspices of the UMMUL QURO Foundation, having problems in learning English 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 owned by SMAIT UMMUL QURO BOGOR. This application is in the form of an educational game or educational game that can be used on smartphones with the Android operating system with a minimum version of Android Nouget with FPS (First Person Shooter) mechanics using a maze arena with quizzes and questions in it. Making this application using the Design Thinking methodology, the Design thinking methodology has five stages, namely Empathy, Define (The problem), Ideate, Prototype, and Test for the process of analysis, design, implementation, and testing. This application was then tested on students from SMAIT UMMUL QURO BOGOR with satisfactory results and met the criteria through the SUS testing desired by SMAIT UMMUL QURO BOGOR. The survey results were obtained with a score of 72.22 using the SUS survey.

Keywords: Visuals, Educational Games , User Interface, User Experience, and FPS