

ABSTRACT

Teachers of SMP Negeri 1 KOTAGAJAH need an Android-Based Educational Game Application about Chemical Elements, which aims to attract the attention of junior high school students to learning science lessons, especially chemical elements and effective learning media. Educational Game Applications make it easy for students to understand the material easily and fun because it combines audio, visual and animation elements in two-dimensional (2D) form. Therefore "Chemistry Game" was created to fulfill the demand. This game is made using Unity software, supported by Photoshop and pencil, this game has three game mechanics and also learning videos about chemical elements. This method uses the GDLC (Game Development Life Cycle) method. The stage used is the analysis of this stage is the initial process in the form of making a rough concept of the game, Production this stage is the production stage of game elements, consisting of four main activities, namely, namely tech and art development, learning mechanics, assessment mechanics and prototypes. Based on the results of the UEQ survey at SMP Negeri 1 KOTAGAJAH using UEQ, the average value in each EUQ scale, including Attractiveness is 1.64, Clarity is 1.21, efficiency is 1.60, accuracy is 1.23, stimulation is 1.21. , novelty 1.24.

Keywords: Unity, game