ABSTRACT

Traffic discipline is the behavior of road users, both motorized vehicles and cars in accordance with the laws or traffic regulations that have been set. Instilling traffic discipline must be done to the drivers so that it can be applied in the community. The application of learning through playing educational simulation games about traffic is one way that can be used to instill this discipline in drivers who do not obey and know about traffic signs. The formulation of the problem in this final project is "How to design learning media for traffic signs for those who want to do a SIM test so that it is interesting and interactive so that it is easy to understand". The purpose of this study is to improve existing deficiencies in existing traffic sign educational applications, facilitate learning and interesting visualizations about learning traffic signs so that they become a means of entertainment in learning and complying with the functions contained in traffic signs. In making this educational game the author uses the MDLC (Multimedia Development Life Cycle) method with the result of user experience beta testing that is obtained, namely 72.59% with 61 respondents and our game has been released to the play store as a form of success in making this game.

Keywords: Traffic Signs, Educational Games, SIM, MDLC, Beta Testing, Play Store