

ABSTRACT

Version control systems are an important part of developing large-scale applications, so it is important for software engineers to understand version control systems well. However, it is still found that some software engineers do not really understand version control systems well, one of which is VCS Git. This proposal proposes a serious games type VCS Git learning application, to improve the understanding of software engineers. The development of this application will apply a game design pattern and use the waterfall method. Furthermore, to determine the impact of the application on the level of understanding, testing will be carried out using the quasi-experimental method. The development of VCS Git learning applications is expected to be a solution to increase understanding related to VCS Git for software engineers.

Keywords: *version control system, git, software engineer, serious game, quasi-experiment, waterfall, learning application.*