

ABSTRACT

Along with the development of the modern era which is supported by increasingly sophisticated technology in the world of education, it indirectly requires educators to be more creative and innovative in the process of teaching and learning activities. The increasingly rapid sophistication of technology makes cellphones more valuable than others, so people prefer to read on cellphones rather than books. This is what must be utilized in the world of education. Education in every school must be able to accompany technological developments so that the perceived use is quite large. One thing that can be done is learning to use Android applications. Game Based Learning is a learning method that uses games as a tool to teach material. By combining the fun of playing games with the learning process, this method is expected to increase student motivation and learning outcomes. This game was created with the aim of making children more interested in knowing what events happened in Indonesia. This application provides several interesting and interactive features in a game-based learning method with the hope that students can get to know the historical events of independence in a fun way. The game feature offered is a tower defense game in which Indonesian heroes must be able to prevent their opponents from being able to penetrate Indonesia's defensive fortifications. There is a question and answer at the end of the challenge so that users can understand and comprehend historical event material when playing the previous challenge. As a result of the tests carried out, the application can run well and the results of usability testing using a questionnaire obtained an average score of 88%, this shows that the "1945 Troops" application is running well as it should.

Keywords: Historical Events, *Game* -based Learning