

ABSTRACT

INTERACTIVE GAME DESIGN FOR LEARNING HEALTHY FOOD FOR CHILDREN BASED ON VISUAL NOVEL USING MULTIMEDIA DEVELOPMENT LIFE CYCLE (MDLC) METHOD (CASE STUDY SUMPIUH 1 STATE ELEMENTARY SCHOOL)

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The period of childhood is crucial for growth and development, supported by quality food. At SD Negeri 1 Sumpiuh, a lack of understanding about healthy food highlights the need for engaging learning media. Using the MDLC method, an interactive visual novel-based game was developed to teach elementary students about healthy eating through visual narratives and interactive quizzes. Black Box Testing on 20 features showed 100% functionality as expected. UAT testing with two homeroom teachers confirmed the game meets requirements, is user-friendly, and achieved a 100% success rate.

Keywords: Interactive Games, Healthy Food, Multimedia Development Life Cycle, Visual Novels.