

ABSTRACT

DESIGN OF EDUCATIONAL GAME APPLICATIONS AS A MEDIA FOR LEARNING SWIMMING SPORTS BASED ON ANDROID WITH MDLC METHOD

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The benefits of information technology in teaching materials for students are considered very helpful in providing teaching materials, especially learning in the field of swimming sports. Sport is a sport that is in great demand by many people, from an early age to the elderly. Educational games are one of the media solutions to increase students' interest in swimming, especially for Age Groups (KU) 3 and 4. KU 3 consists of children aged 11-12 years and KU 4 consists of children aged 10 and under, which still needs to be named because it is fun to be alone and with his friends. This study aims as a means to provide knowledge and also entertain students so they can concentrate more, as well as provide an interesting impression during teaching and learning activities between students and trainers. The design of educational games in this study uses the Game Development Life Cycle method with 6 stages, concept, design, material collecting, assembly, testing, and distribusi. This test uses a blackbox to ensure the game functions properly and gives an interesting impression. With the primary audience being Age Group 3 and 4, the acceptance rate of the app has been set at 77%.

Keywords: *Swimming, Education Game, Age Group, Multimedia Development Life Cycle*