

## ABSTRACT

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*History is the most important part of our lives, especially as Indonesian people, because by studying history we know that in fact the Indonesian are a great nation. Nowadays the technology is growing the way for teaching history must follow it, therefore the historical of Indonesian empires game was created by taking information from diorama in Monumen Nasional (Monas). There is iterative process in game development that is make a prototype, playtest and repair until the mechanism of the game is well played. The game is designed like an adventure game that player will travelling from outside area of monas to inside area of monasa. After inside the area of monas, the player can see the diorama like in monas in two dimensional graphics. Player can trigger the diorama to enter the diorama world when character close the diorama and complete the quiz for get out of diorama world. The game is made by several scene that implemented with untiy game engine. According to the black box testing, the historical of Indonesian empires game's feature works as expected.*

*Keywords: Game, Education Game, Unity, Monas*