# ABSTRACT

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| Title | : | Implementation Of Android-Based Historical Educational Game (Case Study : Museum Fatahillah) |

*History is the most important part in our lives, because by studying history we know that the Indonesian nation is a great nation. Over time the high technological development and the lack of historical knowledge in the community, especially children, the history education game was made for the community, especially children so that they can easily learn and know the history of the Fatahillah Museum. There is an iterative process in game development that is by making prototypes, tested and refined repeatedly until perfect. The use of educational games as an interesting learning media is one of the right ways, the process of delivery with the user is directly involved in the game, making learning materials easy to understand. This research made several scenes that were designed using Photoshop and implemented with the unity game engine to help the community, especially children, to better understand and know the history of objects in the Fatahillah Museum.*

*Keywords: Games, Educational Games, Unity, Fatahillah Museum*