

## **ABSTRACT**

### **INTRODUCTION OF AN EDUCATIONAL MOBILE-BASED GAME APPLICATION DESIGN OF LAMPUNG CULTURE (Case Study SDN 2 Sidosari South Lampung)**

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*Lampung is a strategic province because it is the gateway to Sumatra islands. The island of Sumatra has a variety of tribes, customs, and cultures. Regional culture becomes a personal identity or characteristic of a region's community groups from generation to generation. For this reason, regional culture must be preserved so that it doesn't just become extinct. To increase children's interest in learning about regional culture while introducing it to the general public, this research introduced an educational game introducing Lampung regional culture. This education game used to introduce culture more interestingly in the current era of technological development. The research was carried out by developing the game Marbel (Mari Belajar) Lampung Regional Culture. By using development methods, the waterfall system consists of 5 phases: planning, analysis, design (input-output design, system process flow, and data design with local storage), coding, and implementation stages. The application used in the game's development was Construct 2 and supported by the applications for application design such as Adobe Photoshop. The Construct 2 application was an application with HTML5, CSS, and JSON languages programming. The result was the Marbel Game (Let's Learn) which presents information related to Lampung regional culture such as traditional houses, musical instruments, traditional clothing, dances, weapons, and regional specialties. Apart from that, there were also quiz games, as an evaluation stage for learning to know the regional culture, as well eliminate boredom after reading Lampung's regional cultural material. In testing the Marble Game (Let's Learn) Lampung Regional Culture used black box testing. System developers and users can also find out whether this application is suitable or not as an educational medium introduction to Lampung Regional culture. It is hoped that the development of this educational game can help introduce Lampung regional culture to the general public.*

**Keywords:** Lampung Regional Culture, Educational Games, Waterfall, Construct 2, HTML5, CSS, JSON, Localstorage.