

## ABSTRACT

### **GAMES VISUAL NOVEL. ANDROID BASED CLEAN AND HEALTHY LIVING BEHAVIOR USING REN'PY**

By

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Knowing the behavior of clean and healthy living is part of Margorejo people life, South Metro sub-district. In the clean and healthy lifestyle activities, the benefits of clean and healthy living behaviors are explained in realizing health in the community. Methods of conveying information that are still conventional, such as conveying information verbally by village officials, are still not attractive and well-targeted for youth and children. The purpose of this study is to create a medium for delivering information so that the process of conveying information becomes more interesting and enjoyable.

In this research, the software development method used is the *Multimedia Development Life Cycle (MDLC)* as developed by Luther Sutopo. The stages of the MDLC method consist of six stages, namely the concept stage, design, material collection, manufacturing, testing, and distribution. This research produces a software that contains information and mini Android *quiz games* about clean and healthy living habits by using ren'py.

**Keywords:** Information Media, Android, Multimedia Development Life Cycle (MDLC), Clean and Healthy Living Behavior

