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Development of Gate Game Applications Using the IMSDD Method

Pembangunan Aplikasi Game Gerbang Dengan Menggunakan Metode IMSDD

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Abstract

Menurut KBBI (Kamus Besar Bahasa Indonesia) Sejarah adalah suatu kejadian atau peristiwa yang telah lampau dan benar-benar terjadi. Namun kerap kali untuk mempelajarinya, terlalu membosankan dan membuat jenuh karena banyak menghafal. Karena itulah dibuatnya aplikasi *game* Gerbang(Gerakan Bangsa). *Game* ini bertemakan tentang sejarah penjajahan di Indonesia. Dengan menggunakan metode IMSDD *(Interactive Multimedia System of Design and Development)* dan aplikasi Unity, *game* Gerbang diciptakan dengan OS Android agar mudah digunakan dan menarik minat pengguna. Di dalam metode pengembangan IMSDD, terdapat 4 tahapan, yaitu: 1. *System Requirement*, 2. *Design Concideration*, 3. *Implementation*, 4. *Evaluation*. Dimana masing-masing tahapan pada akhirnya membentuk *game* Gerbang yang memiliki 6 tema soal berbeda yang terdiri dari Jepang, Inggirs, Prancis, Belanda, Spanyol dan Portugis. Nama-nama tersebut merupakan nama negara yang pernah menjajah Indonesia. Dengan 6 tema yang berbeda itu pula, pengguna dapat mengetahui sebatas mana pengetahuan mereka prihal penjajah ketika menempati Indonesia di masa lampau

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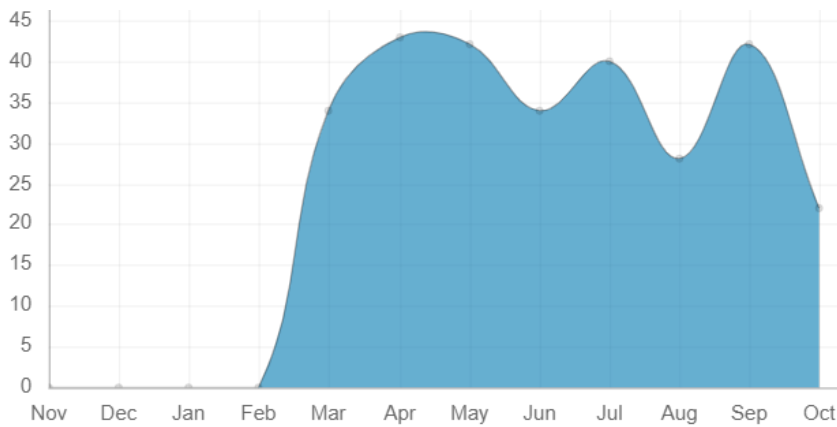
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