

ABTRACT

DESIGN OF EDUCATIONAL GAMES FOR PRIMARY SCHOOL CHILDREN AS A MEDIA FOR INTRODUCING INDONESIAN ENDEMIC BIRDS

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Indonesia is a country with the fourth highest diversity of bird species in the world. However, the data also shows that Indonesia has the number one highest number of endangered birds in the world. Every level of society must participate in efforts to preserve Indonesia's endemic birds, including children. Educational games on gadgets are an attractive option in the current technological era. With the high use of gadgets by children, developing educational mobile games is a relevant solution. Therefore, the author designed an educational mobile game which aims to be a medium for introducing children to endemic Indonesian birds. The method used in this design is a descriptive qualitative method. Data was collected through interviews, observation, literature study and documentation. This design produces an educational game concept that can increase children's understanding and build a sense of empathy for the importance of maintaining environmental sustainability and Indonesia's biodiversity.

Key words: *Indonesian Endemic Birds, Educational Games, Children*

References :

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