

Abstract

In this technology and information era that develops really significant, there are so many variations of games and applications. They gave joy, knowledge or both of them. But in Indonesia, people with smartphones are really in too deep to the joy of the game and applications on their smartphones so it makes them apathetic about education, and particularly about the ancient culture of their country.

So in that case, for our final project, we will make an education game based on the history of Majapahit kingdom because the following history is one of the biggest history event that the country have. For the game technical, we implement C# language and wrapped it up as interest as possible with traditional but modern visual graphic.

We really hope that this game could be a joyful education media for the people who use it, could know some more about ancient culture of Indonesia and bring interest about Indonesian history and of course will love the country even more.

Keyword: History, Majapahit, Game

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