

ABSTRACT

Introduction of plants to kids is one of many important components in purpose, content and process development in educating children. But nowadays many botany education to children only limited to theory. Many kids knew only the name of certain plants but not its appearances.

With the development of information and technology, which one of them is smartphone. Android is an operation system that has open source so it simplify developer to create or modify applications or features that never exist in Android system before according to their desire.

In this final project an educational game application will be designed that is filled with plants that uses QR code as an interaccional media with the plants.

Keyword : Educational game, QR Code, Andorid.