Abstract

Arabic learning in schools includes several language skills such as listening, speaking, reading and writing. In order to improve these skills, students need to have a lot of vocabulary. SD Khoiru Ummah Bandung Regency has limitations in terms of visuals in the learning process in Arabic, especially vocabulary which is done orally. The puzzle game method can be an alternative for children in learning vocabulary. Children are trained to concentrate in thinking to find vocabulary appropriately. Therefore, a visual aid was built for teaching Arabic in the form of educational mobile games with puzzle games. This mobile game is built for use on the Android platform by using the Game Development Life Cycle (GDLC) method and built using the Unity software. Alpha testing is carried out to test the functionality of the Schule mobile game application and get the expected validation. In Beta testing, application testing and questionnaire filling were carried out by some teachers from SD Khoiru Ummah. Beta test results are measured by the Likert scale method to get a feasibility percentage of 75% and an interpretation of the "Eligible" category.

Keyword: Mobile game, puzzle game, Android, Unity, Arabic language