ABSTRACT

The purpose of this study was to estimate how technology worked in educational and entertaining (edutaining) games. In order to find the answer, the author designed Finding Pandy Adventure: An Edutainment Game which is a game development. An educational game was for primary school students with the range of age from 4 to 8 but also suitable for people of all ages.

The qualitative research methodology was applied in this study. The research data consisted of participant observation, semi-structured interviews and structured interviews. The result of the evaluation revealed that Finding Pandy Adventure: An Edutainment Game worked well in both educational and entertaining games. The educational game was helpful in the self-learning of different questions like missing letter/s, mathematical questions and logic questions while the entertaining game had a better quality in aspects of fun element.

The authors recommend game programmers to implement higher advanced technology such as Eclipse, an application that we used to create an edutainment game and save all the username to the database.

It is also recommended that programmers collaborate with teachers for pedagogical advices in the process of collecting appropriate material for educational games.