

ABSTRACT

The framework of this study was to create an edutainment game. Edutainment come from two terminologies education and edutainment. The proponents decided to provide the graphics of the game 2-dimensional and a simple storyline. The title of the game that the proponents created was “Advent of the New World”. The proponents game is a local area network game that has Warrior and Magician as the main characters that are going to use inside the game. This is a game that is suitable for students ranging from twelve to twenty-one years old. The game also consists of different maps, location, and monsters as part of the players adventure. The system was developed by using an evolutionary prototyping style method. The programming language that the proponents used is Visual basic 6.0 Enterprise for the game platform.

