

# **GAME MATH ADVENTURE BERBASIS ANDROID MENGGUNAKAN METODE FINITE STATE MACHINE**

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## **Abstrak**

*Game* Edukasi dapat membantu untuk belajar sekaligus bermain. *Game* Edukasi kurang di nikmati dibandingkan dengan *game* dengan genre Arcade hal tersebut membuat *game* Edukasi tergeser. Supaya menarik *game* edukasi dipadukan dengan *game* Arcade. *Game* akan kurang menarik jika tanpa ada musuh yang cerdas, maka untuk mengatasi hal tersebut di terapkan metode Finite state machine untuk membuat karakter lebih cerdas dan membuat *game* seru untuk di mainkan dan *game* di buat menggunakan *Construct 2*. Dari hasil pengujian menggunakan kuesioner terdapat bahwa poin tertinggi adalah 85% menyatakan bahwa pertanyaan soal mudah dimengerti hal tersebut terjadi karena soal diambil dari soal *try out* anak sekolah dasar dan nilai terendah terdapat 65% pada pertanyaan *game* seru untuk di mainkan.

***Kata kunci : Game, Game Edukasi, FSM( Finite State Machine ),Construct 2.***

***MATH ADVENTURE GAME BASE ANDROID USING FINITE STATE  
MACHINE METHOD***

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*Abstract*

*Educational Games can help to learn as well as play. Educational games are less enjoyed than games with the Arcade genre, this makes Educational games displaced. In order to attract educational games combined with Arcade games. The game will be less attractive if without an intelligent enemy, then the Finite state machine method is used to overcome this problem to make characters smarter and make fun games to play and games made using Construct 2. From the test results using a questionnaire there are points the highest is 85% stating that the question questions are easy to understand, this happens because the questions are taken from the elementary school try out questions and the lowest score is 65% in the exciting game questions to play.*

***Keywords: Game, Educational Game, FSM (Finite State Machine), Construct2.***