

# **Development of Educational RPG (Role-Playing Games) “Aksara Jawa” as an Interactive Learning Media**

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## **ABSTRACT**

Young people have begun to forget Indonesian culture and even their own regions' culture, including their regional script. Javanese Scripture (Aksara Jawa) is one of the scripts in Java Island. Many young people in Java cannot read nor write text in Aksara Jawa. In order to increase their understanding towards Aksara Jawa, an interactive learning method is required. One way to get students back to learning Aksara Jawa actively is using educational games. To make games, a game engine is needed. Recent game engines are made with practicality in mind, which make game developers able to develop games easily. In this research, an educational game is developed to provide insight to students about Aksara Jawa using the RPG Maker MZ game engine. This research is divided into 2 parts, namely game development and testing the game on SMP Semesta students. Students are given a pre-test before they play the game and a post-test after they finish it, then the scores will be compared using t-test to see the impact of the game. The game has been made using standard features and assets from RPG Maker MZ, and students finished the game in 50-60 minutes. The result shows a significant score improvement with p-value as low as 0.0097. Using the N-Gain test, it is concluded that the improvement is categorized as “Low” with N-Gain = 0.17. The feedback survey given to students shows that students are interested in the game, with the average satisfaction score of 7.7.

Keywords: Aksara Jawa, Educational Games, Interactive Learning Media, Role-Playing Games, RPG Maker MZ.