

**IMPLEMENTATION OF *FIRST PERSON SHOOTER (FPS)*
EDUCATIONAL *GAMES* ON DAILY PRAYERS IN A *3D-BASED* HOME
FOR ELEMENTARY SCHOOL CHILDREN**

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ABSTRACT

Islamic religious education has an important role in shaping children's character, especially in learning daily prayers in the home, conventional learning methods, such as lectures and memorisation, are often considered boring by elementary school students. This research aims to develop innovative learning media in the form of *3D-based* educational *games* with the *First Person Shooter (FPS)* genre to teach daily prayers in the home environment. The *game* is designed for children aged 7-12 years, utilising *Unreal Engine* as the development *platform*. The case study was conducted on 4th grade students of SD Muhammadiyah 1 Krian. The research process followed the *SDLC* methodology of the *waterfall* model, including the stages of analysis, design, implementation, and testing. This *game* offers an interactive experience through exploration of *virtual* environments, interaction with *3D* objects, and the challenge of finding daily prayers accompanied by text and audio. The test results showed a 100% success rate in the functionality test (*black box*), with 91% user satisfaction. Teachers and students considered this media effective in increasing students' interest in learning and understanding of daily prayers. This research shows that the use of educational *games* can be an effective alternative to support religious learning in a fun and interactive way. Further development is recommended to add narrative elements, *reward* systems, as well as integration of prayer audio features to increase the attractiveness of *the game*.

Keywords: Islamic Religious Education, Educational *Game*, Daily Prayer, *First Person Shooter*, Interactive Learning

**IMPLEMENTASI *GAME* EDUKASI *FIRST PERSON SHOOTER (FPS)*
PADA DOA SEHARI HARI DALAM RUMAH BERBASIS 3D UNTUK
ANAK JENJANG SEKOLAH DASAR**

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ABTRAK

Pendidikan agama islam memiliki peran penting dalam pembentukan karakter anak, terutama dalam pembelajaran doa sehari-hari dalam rumah, metode pembelajaran konvensional, seperti ceramah dan penghafalan, sering kali dianggap membosankan oleh siswa sekolah dasar. Penelitian ini bertujuan mengembangkan media pembelajaran inovatif berupa *game* edukasi berbasis 3D dengan *genre First Person Shooter (FPS)* untuk mengajarkan doa sehari-hari di lingkungan rumah. *Game* ini dirancang untuk anak-anak usia 7-12 tahun, dengan memanfaatkan *Unreal Engine* sebagai *platform* pengembangan. Studi kasus dilakukan pada siswa kelas 4 SD Muhammadiyah 1 Krian. Proses penelitian mengikuti metodologi *SDLC* model *waterfall*, meliputi tahap analisis, desain, implementasi, dan pengujian. *Game* ini menawarkan pengalaman interaktif melalui eksplorasi lingkungan *virtual*, interaksi dengan objek 3D, serta tantangan menemukan doa sehari-hari yang disertai teks dan audio. Hasil pengujian menunjukkan tingkat keberhasilan 100% pada uji fungsionalitas (*black box*), dengan kepuasan pengguna sebesar 91%. Guru dan siswa menilai media ini efektif dalam meningkatkan minat belajar serta pemahaman siswa terhadap doa sehari-hari. Penelitian ini menunjukkan bahwa penggunaan *game* edukasi dapat menjadi alternatif efektif untuk mendukung pembelajaran agama dengan cara yang menyenangkan dan interaktif. Pengembangan lebih lanjut disarankan untuk menambahkan elemen narasi, sistem *reward*, serta integrasi fitur audio doa untuk meningkatkan daya tarik *game*.

Kata Kunci: Pendidikan Agama Islam, *Game* Edukasi, Doa Sehari-hari, *First Person Shooter*, Pembelajaran Interaktif