MOBILE-BASED EDUCATIONAL GAME FOR WASTE SORTING INTRODUCTION USING THE MULTIMEDIA DEVELOPMENT LIFE CYCLE (MDLC) METHOD

Thesis

To Fulfill Part of the Requirements
For Obtaining a Bachelor's Degree in Computer Science

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I hereby truthfully declare that, to the best of my knowledge, this thesis does not contain any scholarly work previously submitted by another party for the purpose of obtaining an academic degree at any university. Furthermore, this manuscript does not include any work or opinions of others that have been previously written or published, except for obtaining those explicitly cited and listed in the references.

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PREFACE

All praise be to Allah SWT for His mercy and blessings, which have enabled the successful completion of this thesis. This thesis, titled Android-Based Educational Game for Waste Sorting Introduction, is prepared as a requirement for obtaining a bachelor's degree in the Informatics Engineering Program at Universitas Darussalam Gontor and as a means of applying knowledge to benefit society.

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