ABSTRACT
DESIGNING ANDROID-BASED BASKETBALL GAME FOR SMK MAITREYA TANJUNG PINANG

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Game is a form of multimedia entertainment that is made interestingly so that players will get something so they have self-satisfaction in playing games. The purpose of this study was to design a basketball game for SMK Maitreyawira Tanjung Pinang students to attract students to play basketball. Because Tanjung Pinang basketball players are getting harder to get it. A method used by researchers in the form of R&D (Research and Development). The results of this study produce a game application where the students of Maitreyawira School in Tanjung Pinang can play the game. We created this game using unity, virtual autodesk and photoshop. The results of this study are average 85.39%, this game has a value for students can increase knowledge and attract interest to play basketball.

Keyword: Game, Research and Developement, Autodesk Maya, unity, Basketball