

Thesis
Information System Study Program
Odd Semester 2019/2020

ABSTRACT

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

NPM: 1531005
Andy Bernando

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 Maitreyawirawira 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*