

APPLICATION OF 3D OBJECT ANGLE CALCULATION THROUGH EDUCATIONAL GAMES

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ABSTRACT

This research is motivated by elementary school children who are still constrained in understanding mathematics lessons, especially angle theory, to overcome these obstacles one way of learning that can be used by utilizing interactive media is an Android-based educational game application, the problem in this study is that there are children who do not understand lessons on calculating angles due to the low competence of students' mathematical knowledge in elementary schools due to students' difficulties in understanding mathematics lessons, especially angle theory. The application of 3D object angles through educational games created using Blender 3D and Unity applications using the Multimedia Development Life Cycle (MDLC) method and successfully applied to help fifth and sixth graders solve calculation problems. The conclusion from the results of this study is that based on trials carried out through application testing using a questionnaire with respondents as many as 30 elementary school children consisting of 13 children in class VI and 17 children in class V obtaining analysis results as much as 85.93%, the results are declared appropriate.

Keywords: *Angle Calculation, Educational Game, Android, Blender 3D, Unity, Multimedia Development Life Cycle (MDLC).*