

***Game Development Education Side Scroller Introduction to Python Using
Methods Research and Development (R&D)***

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ABSTRACT

Games are generally as entertainment, but they can also be used as a learning medium such as educational games. The demands of the industrial revolution era to learn programming made the emergence of young programmers. Employment for programmers is very wide, almost all technology is based on programming. A frequently used programming language is python. Python programming learning is entrenched often has difficulties, konsep school learning sometimes makes it difficult for students to understand programming material. Based on the problems described earlier, it can be concluded that one solution can be concluded, namely to make a game education side scroller introduction to python programming as a learning medium using the Research and Development (R&D) method. From the results of the material feasibility assessment by material expert respondents, there are an average of 4.12 high categories. And the assessment of game eligibility by student respondents was found at an average of 3.38 high categories. Of the two assessment results, it is included in the high category. so that it can be ascertained that the games made in the research on the development of the game education side scroller introduction to python programming as a learning medium using the Research and Development (R&D) method have met the eligibility requirements as a learning medium.

Key words : Game education, Python, Research and Development(R&D)