

ABSTRACT

M. ILZAMUL HAQQI, Study Program Information Management, Polytechnic of Jember, "3d design and saving system on board game 3d monopoly" Jember Tour". Guided by, Advisor I Mr. Didit Rahmat Hartadi, S.Kom, MT and Advisor II Mr. Taufiq Rizaldi, S.ST, MT

Game is one of the entertainment media that became the choice of society to eliminate saturation or just to just fill the spare time. The game itself has its various types, one of the most popular games today is board games or board games. Monopoly, ludo, halma is the classic board game that may ever color our lives, be it teenagers and children. Along with the development of technology world, now more and more resources that can be utilized in making a game. Starting from the game engine that already provides a template so it does not require strong programming skills to software - software that requires the ability of programming as its basic capital. In game monopoly design required game rule and particle system. Jember is a regency area that is part of East Java Province. The existence of Jember Regency geographically has a very strategic position with various potential natural resources, so much to save nature tourism. On the other side many tours - tourism that is not yet known by the community either inside or outside. Because of the above the authors finally chose the title "game rule design and particle system on board game 3d monopoly" Jember Tour ". The author chose this title in the hope of being able to develop the ability of writers in the making of games

Keywords: *Game, Monopoly, 3D Model, Saving System, Board Game.*