

**PENGEMBANGAN WEB-BASED EDUCATION GAME SEBAGAI
SARANA PEMBELAJARAN BAHASA ISYARAT INDONESIA (SIBI)
DENGAN METODE GDLC (GAME DEVELOPMENT LIFE CYCLE)**

**Syaif Thufail Wafy
Program Studi Teknik Informatika
Jurusan Teknologi Informasi**

ABSTRACT

People with disabilities, particularly the deaf or hearing-impaired, face significant challenges in communication and learning due to their hearing limitations. The Indonesian Sign Language System (SIBI) exists as a form of visual communication designed to support their interactions with their surroundings. However, currently available SIBI learning methods are limited and less interactive, making the learning process difficult, especially for the younger generation. On the other hand, the development of digital technology provides an opportunity to create more engaging and inclusive learning media. One potential innovative approach is the development of web-based educational games, which can present learning materials in a visual, interactive, and enjoyable way. This research aims to develop web-based learning media that integrates SIBI learning to increase the effectiveness and appeal of learning for deaf children and the general public. Through this approach, it is hoped that educational media will be created that can strengthen understanding of sign language while raising public awareness of the importance of inclusive communication.

Kata kunci : educational games, SIBI, website, GDLC, sign language, web, deaf, learning media