# ABSTRACT

The declining interest in learning history among elementary school students has prompted the need for learning media innovations that are more interactive and in line with their digital learning characteristics. This research aims to develop an educational game themed Semarang historic area named Semarang Game as an alternative medium for learning history, using the Game Development Life Cycle (GDLC) method. The development was conducted through six main stages of GDLC: initiation, pre-production, production, testing, release, and maintenance. Blackbox testing results show that all features function properly without any system errors. Based on the usability testing results, the game has an effectiveness rate of 67.08%, an efficiency rate of 85.78%, and a satisfaction rate of 90%. These findings indicate that the educational game developed is considered feasible and satisfying as an interesting and interactive means of learning history for elementary school students.

**Keywords** : Educational Game, History, Semarang Historic Area, GDLC, Usability Testing