

# The 2nd Conference on Management, Business, Innovation, Education, and Social Science (CoMBInES)

Taichung, Taiwan 3-6 March, 2022

## RPG GAME DESIGN FOR ENGLISH LEARNING

Tony Wibowo, Felnando

Faculty Computer Science, Universitas Internasional Batam, Indonesia

{[tony.wibowo@uib.edu](mailto:tony.wibowo@uib.edu), [1831129.felnando@uib.edu](mailto:1831129.felnando@uib.edu) }

### ABSTRACT

Technology makes possible easier effort to study English language by social media, websites, books, or even seminars. RPG game is a type of game that tell the story and information by virtual and interactive path. In this study, we designed and developed an RPG game to help players learn English. The method that used to execute the study is *ADDIE (Analysis, Design, Development, Implement, Evaluate)* method. The result after development is the RPG game that can be used for players to learn English. After the game is implemented, the game can help student to learn English and playing at the same time.

**Keywords:** *Information System, RPG Game, English, Education Game, Learning.*