ABSTRACT

The growth of education game being based on J2Me which progressively make all game developer compete to create the education game especially for children. However, education game owning value islami felt still less. This matter didn’t get out of the parent demand to teach the education of religion islamic early for their children.

Seeing the the application mobile growth hence this project lift the title about application of learning number and character of hijaiyah based on the (J2Me) Java2 Micro Edition that is how to make an application of education game at this peripheral mobile. Application use the Java Netbeans in programming with the specification CLDC 1.0 and MIDP 2.0 as this standard handphone. This Game genre is Adventure, where player will be instructed for the pass of snare to take the letter or number of hijaiyah. Then of moment user take the letter or the number hijaiyah in a second will be heard lafadz from letter or number of hijaiyah. Hopefully more often user play this game will progressively recognize the character of letter or this number hijaiyah, so that can be made by a effective media to instruct the children at elementary study of islami.

According to our perception result from various experience and follow the example of from immeasurable of game. We conclude that genre game adventure own the big potency and according to to be made by a development project target our game.

Keyword : Islamic game, java 2 micro edition, mobile application.