

ABSTRACT

Science is very important for the kids, and even a must-have and learned early to child growth and development can become a better generation. Science is given, among other animals, plants, shapes and colors. One method of delivery of content is using computer games and mobile phones. So that children can get pleasure and education of educational games.

In this final project, created RPG (*Role Playing Game*) which contains about science everyday, especially for children ages three to seven years. The educational gaming software has been designed using Netbeans. This game and the game contains material about everyday science with a series of adventure stories that must be passed through to the *finish*. At the beginning of the adventure, players are given material form of images and then go through the questions in the form of the game. Materials submitted in the form of levels or levels, ie, there are five levels in accordance with the child's age 3-5 years and 6-7 years. While the questions on the game when dijawab correctly, it will add value to the player, otherwise if false it will reduce the chance of playing. So that at the end of the game will display ratings or *Top Score*.

Keywords : Science, RPG (Role Playing Game), children aged 3-7 years, NetBeans IDE 6.9 M1, J2Me.