ABSTRACTION

Nowadays social networking sites have become the most visited sites in the world of internet, and even beat the traffic of searching engine site. One of the social networking site that are widely used in Indonesia is Plurk. Plurk is a social networking site that allows users to send updates (plurk) through short messages, links, or images. Other users can provide feedback on these updates through the timeline. One of the school lessons that are less attractive is the Indonesian language. Treasury of vocabulary in the Indonesian language is considerably low.

This final project attempts to take advantage of social networking site as a medium of learning Indonesian through a multiplayer word game. In the implementation there is a process generation (generators) and completion (solver) of a problem. The solver uses iterative method. Game sessions are scheduled in certain time. The process of game scheduling uses cron service. Plurk was chosen as a service because it has a realtime notifications. There is also fairly complete availability of Plurk API.

Keyword: Social Networking, Medium of Learning, Cron, Plurk, API