

ABSTRAK

The use of educational games in the world of education to improve understanding, and children's interest continues to increase, why is that because educational games have an attraction or advantage in terms of visualizing real problems, besides that educational games have an important role in teaching that is quickly understood by students at school, besides being interesting and also fun for children who play it. Therefore, the author is interested in loading learning media using Construct2 which is expected to help schools provide learning media that only rely on books. The methods used in the study were in the form of literature reviews, interviews and direct observations of students of PAUD-TK ISLAM TERPADU ZAZA, In addition, here the author uses testers using blackbox testing and successful testing from the Construct2 tools has a percentage obtained indicating the overall quality of the software has a scale of "Very Good"

Keywords: Construct2, Educational games, Learning media