

e-ISSN 3031-8963

GAM  GAMEOLOGY
AND MULTIMEDIA
EXPERT

Volume 2, No 1, January, 2025

EDITORIAL BOARD

Chief in Editor

Sujacka Retno, S.T., M.Kom, Universitas Malikussaleh

Section Editor

Rozzi Kesuma Dinata, S.T., M.Eng, Universitas Malikussaleh
Said Fadlan Anshari, S.Kom., M.Kom, Universitas Malikussaleh

Editor

Wahyu Fuadi, S.T., M.IT, Universitas Malikussaleh
Novia Hasdyna, S.T., M.Kom, Universitas Islam Kebangsaan Indonesia
Ahmad Ihsan, S.T., M.T, Universitas Samudra
Firma Sahrul Bahtiar, M.Eng, UIN Maulana Malik Ibrahim Malang
Diah Ayu Retnani Wulandari, S.T., M.Eng, Universitas Jember
Ummu Radiyah, S.Kom., M.Eng, Universitas Nusa Mandiri

Assistant Editor

Kurniawati, S.Pd., M.A, Universitas Malikussaleh
Baringin Sianipar, S.Kom., M.Kom, STMIK Pelita Nusantara

Peer Reviewers

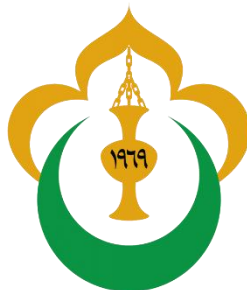
Prof. Dr. Muhammad Zarlis, M.Sc, Universitas Bina Nusantara
Prof. Dr. Syahril Efendi, M.IT, Universitas Sumatera Utara
Prof. Dr. Herman Mawengkang, Universitas Sumatera Utara
Prof. Dr. Dahlan Abdullah, S.T., M.Kom, Universitas Malikussaleh
Dr. Erna Budhiarti Nababan, M.IT, Universitas Sumatera Utara
Dr. Eng. Muhammad Fikry, S.Kom., M.Kom, Universitas Malikussaleh
Munirul Ula, S.T., M.Eng., Ph.D, Universitas Malikussaleh
Dr. Nurdin, S.Kom., M.Kom, Universitas Malikussaleh

Published by

Universitas Malikussaleh
Jl. Batam. Kampus Bukit Indah. Gedung Prodi Teknik Informatika. Blang Pulo.
Lhokseumawe. Aceh. Indonesia.

Contact Person

Mail to: game@unimal.ac.id



universitas
MALIKUSSALEH

ACKNOWLEDGEMENTS

We are delighted to present the issue of the Gameology and Multimedia Expert, Volume 2, Number 1, for the month of January 2025. This milestone would not have been possible without the dedicated efforts of numerous individuals and organizations.

First and foremost, we extend our sincere gratitude to the authors who have contributed their insightful research articles to this edition. Your commitment to advancing gameology and multimedia is truly commendable.

We would also like to express our appreciation to the peer reviewers who generously shared their expertise and provided constructive feedback to enhance the quality of the submitted manuscripts. Your invaluable contributions have played a pivotal role in maintaining the high standards of GAME.

Furthermore, our heartfelt thanks go to the editorial board members for their tireless efforts in the review and selection process. Your commitment to ensuring the relevance and rigor of the journal has been instrumental in shaping the content of this issue.

Last but not least, we would like to thank our readers and the broader academic community for their interest in GAME. Your support is crucial in establishing GAME as a reputable platform for disseminating cutting-edge research in the field of game development and multimedia.

We are excited about the journey ahead and look forward to continuing to serve as a valuable resource for researchers and practitioners alike. Thank you for being a part of the GAME community.

Sincerely,

[Sujacka Retno, S.T., M.Kom]

Editor-in-Chief

Gameology And Multimedia Expert

TABLE OF CONTENTS

Editorial Board	i
Acknowledgements	ii
Table of Contents.....	iii
 Design and Development of a 2D Game with Unity: Guess and Match Profession Pictures Quiz in English “Guess Me, Bunny!” Usi Elistatia, Sisca Permatasari.....	 1-6
 Analysis of Interface Design in the Game Honkai Star Rail Using the Usability Heuristics Principles of UI M Garry Saputra, Ika Resmika Andelina	 7-16
 Game Edu IT: Combining Technology Literacy with an Interactive Approach Zeny Arsyia Fortilla, Taufiq Akbar Al-Ghazali	 17-22
 Design of an Educational Game for Children: 'Geometry Forest' Using Construct 2 Sujacka Retno	 23-30
 Development Of The Educational Game Math Land Using Construct 2 Ilmi Suciani Sinambela, Indah Febri	 31-38