

## **ABSTRAK**

Aksara jawa merupakan salah satu dari aksara tradisional yang ada di Indonesia, yang kini mulai mengalami kemunduran eksistensi karena lebih dominannya penggunaan huruf latin saat ini, serta kurangnya jam pembelajaran aksara jawa pada sekolah – sekolah dan minimnya pengetahuan orang diera masa kini yang memahami aksara jawa. *Game* pengenalan aksara jawa “Widya Aksara” yang dibangun dengan pengimplementasian algoritma *collision detection* serta penggunaan metode pengembangan *Game Development Life Cycle* berhasil memberikan pengalaman belajar dan bermain seputar aksara jawa setelah melewati pengujian secara *black box* dan pengujian *beta*. Implementasi algoritma *collision detection* memungkinkan pengguna berinteraksi dengan aksara jawa secara intuitif dan menyenangkan. Tugas akhir ini juga berpotensi berkontribusi pada pengembangan *game* edukasi dan pengenalan budaya lokal melalui *platform android*.

*Kata Kunci:* Collision Detection, pengenalan aksara Jawa, Android, interaksi, algoritma.

## **ABSTRACT**

*Javanese script is one of the traditional scripts in Indonesia, which is now beginning to experience a decline in existence due to the more dominant use of Latin letters today, as well as the lack of Javanese script learning hours in schools and the lack of knowledge of people in today's era who understand Javanese script. The Javanese script introduction game "Widya Aksara" built by implementing the collision detection algorithm and using the Game Development Life Cycle development method successfully provides a learning and playing experience about Javanese script after passing black box testing and beta testing. The implementation of the collision detection algorithm allows users to interact with Javanese characters in an intuitive and fun way. This final project also has the potential to contribute to the development of educational games and the introduction of local culture through the android platform.*

*Keywords:* Collision Detection, Javanese script recognition, Android, interaction, algorithm.