ABSTRACT

Educational are one of the learning media that follow the development of information technology, learning media using educational can also help students understand the material being taught. From this educational game, there is a quiz or question about the categories that are selected by the user. Questions or questions that arise from each category there are 3 questions related to that category. Because the questions given are not randomized, either from the questions given or the order in which the questions appear, it will be very easy to guess the answer to each question given. Based on the problems mentioned above, as a solution to prevent the presentation of questions and answers that can be memorized/remembered by the user, it is necessary to create a system that can give questions randomly in this game-based learning media. Fisher-Yates Shuffle algorithm is a solution to solve the above problems.