

ABSTRACT

Technology utilization in the form of a computer game for education especially in the learning process are generally used. Technology plays an active role in improving students' motivation to study, imagine and create.

The game that was build was named **English Education Game For Elementary School**. This application is using AppServ as database where the questions are stored so the users can do exercises in order to memorize English vocabulary. This application was build using Java.

The program is easy to use and hopefully can help the student so understand English a bit better. This program has been tested by elementary school students and gamed positive reactions.

Keywords : AppServ , English, Game, Java, Learning, Technology, Vocabulary.