***SKRIPSI***

**UNITY GAMEHUB WITH LEADERBOARD SYSTEM TO INCREASE INTERACTION BETWEEN STUDENT IN INSTITUT BISNIS INFORMASI TEKNOLOGI & BISNIS**

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**By**

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**INFORMATION SYSTEMS STUDY PROGRAM**

**INSTITUT BISNIS INFORMASI TEKNOLOGI DAN BISNIS**

**Medan**

**2021**

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**This *Skripsi* is done as one of the Requirements to Complete the Bachelor Degree for Information Systems Program Study**



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**PREFACE**

First of all, the writer feels grateful to the Almighty Lord for His blessing and mercy, thus the writer has finished this *Skripsi* to fulfill one of the requirements for completing the Bachelor Degree (S1) on the Study Program of Information Systems, Institut Bisnis Informasi Teknologi dan Bisnis.

In accomplishing this writing, the writer has found a lot of difficulties either from the limitation of ability, time or strength. Therefore, the writer would truly appreciate the help of all parties for their support, guidance, instructions, insights, encouragement, motivation, advice, and suggestions so this writing can be completed. In this opportunity, the writer would like to express the greatest gratitude to:

1. Dr. Agus Susanto as the Managing Director IB IT&B.
2. Dr. Rosita as the Rector of IB IT&B.
3. Dr. Thamrin Kwan as the Head of Information Systems Study Program IB IT&B and as the *Skripsi* Advisor who has guided and given instructions and suggestions for the completion of this *Skripsi*.
4. All staffs of IB IT&B.
5. All lecturers of IB IT&B.
6. My parents and family who have given motivation and continual support in accomplishing this *Skripsi*.
7. All of my friends in IB IT&B who have motivated and shared a lot of information for accomplishing this *Skripsi*.
8. All parties who have contributed and given the help either in the form of criticism or suggestions for the accomplishment of this *Skripsi*.

Finally, the writer realizes that this writing is still far from perfection due to the limitation of ability, facilities, time and knowledge. Therefore, it would be an honor for the writer to receive any criticisms and suggestions from readers. The writer would truly appreciate the criticism and suggestions and receive it as a good input for further improvement. Hopefully, this writing will be useful for the writer himself and the readers.

Medan, 3 October 2021

The Writer

(WILSON)

**ABSTRACT**

**UNITY GAMEHUB WITH LEADERBOARD SYSTEM TO INCREASE INTERACTION BETWEEN STUDENT IN INSTITUT BISNIS INFORMASI TEKNOLOGI & BISNIS**

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Unity is one of the most popular game engine for beginner or to learn Game programming. The title has a main point, it is “Game Hub” actually the meaning of Hub is a group of some content. in this case a group of game in one Apps.

In leaderboard system, the writer using database to store the value and it’s using an internet connection to play the game. The type of game is a hyper-Casual game, it simple to play and fast to finish.

Another main point of this final year project is the writer hope this game can be develop more in the future. As we can see the market of game development is bigger and bigger through the time. also the technology that the game engine use to make development easier and faster.

**ABSTRAK**

**UNITY GAMEHUB DENGAN SISTEM LEADERBOARD UNTUK MENINGKATKAN INTERAKSI ANTAR MAHASISWA DI INSTITUT TEKNOLOGI INFORMASI BISNIS &BISNIS**

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Unity adalah salah satu mesin permainan paling populer untuk pemula atau untuk belajar pemrograman Game. Judulnya memiliki poin utama, itu adalah "Game Hub" sebenarnya arti hub adalah sekelompok beberapa konten. dalam hal ini sekelompok game dalam satu Aplikasi.

Dalam sistem leaderboard, penulis menggunakan database untuk menyimpan nilai dan menggunakan koneksi internet untuk bermain game. Jenis permainan adalah permainan hyper-Casual, mudah dimainkan dan cepat selesai.

Poin utama lain dari proyek tahun terakhir ini adalah penulis berharap game ini dapat dikembangkan lebih banyak di masa depan. Seperti yang bisa kita lihat, pasar pengembangan game lebih besar dan lebih besar sepanjang waktu. juga teknologi yang digunakan mesin game untuk membuat pengembangan lebih mudah dan lebih cepat.