ABSTRAK

Game is an application or software made for entertainment, education and a combination of both. Game itself is using artificial intelligence (Artificial Intelligent / AI), some are not using artificial intelligence (Artificial Intelligent / AI). One game that uses artificial intelligence is Othello game. Othello game application is made by using a greedy algorithm with three difficulty levels, namely : easy, normal and hard. The characteristics of Othello game is the shaped of the game a square with a size of 8 x 8 and has a coin-shaped pieces in black and white that represent each player. The technique of this game the player must be able to block the opponent's coins as possible and seek measures to win the game.

Game application built using waterfall method and modeling language Unified Modeling Language (UML), and tested by the method of black box testing and white box testing. Game application can to be used as a means of entertainment and thinking skills of players.

Key Word : Game, Othello, Greedy Algorithm