

The beginning of the Edugame Development is data collection using questionnaires and interviews. The data was collected in an elementary school that shows the requirement of the application to be developed. The respondents were students and teachers in elementary school. Table 1 shows the list of questions that were used at the initiation phase:

Table 1. Questionnaires and answers of teachers

No	Questionnaires	Answers
1	It is worth digital learning resources as an effective solution for managing children's thematic learning.	It is worth
2	What kind of applications do you use to support learning?	<ul style="list-style-type: none"> • Multimedia presentation • Video conference • Massage using smartphone
3	Learning technology is growing now with many kinds of tools. How about using a mobile game to support your teaching.	Strongly agree and agree.
4	It is worth the mobile game application as a learning resource for students' cognitive development.	Strongly agree and agree.
5	It is worth building children's learning motivation stability through digital learning sources.	Strongly agree and agree.
6	It is feasible that the mobile game application can develop indicators of recognizing activity patterns and realizing the importance of time for students.	Agree
7	Is interesting the content of cognitive development learning using a mobile game?	The mobile game can enhance learning especially for disability students
8	What is your most used electronic device?	I use my phone more than using PC / laptop

9	Which social media platform do you use most often? Do rank from used most (number 1) to use least (number 6). For example, if “Facebook” is the one you use most often, type 1 next to “Facebook”.	WhatsApp
10	Where do you acquire most learning information from (choose one that you source the most)?	<ul style="list-style-type: none"> • Via mobile devise/gadget: accessing a link that is SHARED by friends on social media (example: through WhatsApp, Telegram, Instagram, etc.) • Via mobile device/gadget: INDIVIDUAL RESEARCH example “Google Search, with the absence of any attached links”.
11	Which internet platform do you count on when trying to get information on learning?	<ul style="list-style-type: none"> • Mobile applications (Smartphone.) • Official websites (from Ministry Education). • E-books

Table 2. Questionnaires and answers of students

No	Questionnaires	Answers
1	How do you find some learning resources?	<ul style="list-style-type: none"> • YouTube • Game • Searching on Google

2	Learning technology is growing now with many kinds of tools. Do you know the mobile game application for learning?	Just a little
3	How did you know the mobile game application?	From internet
4	How about using mobile game to support your teaching?	It will be interesting
5	It is interesting to access a mobile game application containing Indonesian heritage?	Strongly agree
6	A mobile game app is interesting for getting to know geography, animals, houses, and more?	Agree
7	Are you familiar with Komodo Dragon in Indonesia as a world wonder?	Just a little
8	What is your most used electronic device?	I use my phone more than using PC / laptop
9	Which social media platform do you use most often? Do rank from used most (number 1) to use least (number 6). For example, if "Facebook" is the one you use most often, type 1 next to "Facebook".	WhatsApp
10	Which internet platform do you count on when trying to get information on learning?	<ul style="list-style-type: none"> • Mobile applications (Smartphone.) • Official websites (from Ministry Education). • E-books