

**PENGEMBANGAN MEDIA PEMBELAJARAN *GAME* TEBAK GAMBAR
BERBASIS *ANDROID* PADA MATERI SISTEM HORMON KELAS XI**

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ABSTRAK

Pandemi Covid-19 menyebabkan banyak perubahan terhadap tatanan kehidupan manusia. Lembaga pendidikan menjadi salah satu instansi yang mengalami pembatasan akibat pandemi ini. Pembelajaran daring menjadi tantangan baru bagi guru untuk mengembangkan perangkat pembelajaran yang dapat membangkitkan minat belajar siswa. Berdasarkan hasil analisis kebutuhan di lima sekolah di Yogyakarta, guru telah menggunakan media pembelajaran yang bervariasi. Namun, guru berharap ada inovasi media pembelajaran yang menarik untuk menunjang kegiatan pembelajaran daring. Penelitian ini bertujuan untuk mengetahui pengembangan media pembelajaran *game* tebak gambar pada materi sistem hormon serta mengetahui kelayakan media pembelajaran *game* tebak gambar pada materi sistem hormon untuk diujicobakan. Penelitian ini termasuk jenis penelitian *RnD (Research and Development)* menurut Borg and Gall, yang merupakan usaha mengembangkan suatu produk dan memvalidasi produk tersebut untuk mengetahui kelayakannya. Tahapan yang dilakukan pada penelitian ini yaitu analisis kebutuhan di lima sekolah, pembuatan desain produk, validasi desain dengan empat ahli, dan revisi desain.

Berdasarkan data hasil validasi yang dilakukan oleh ahli media dan ahli materi, media pembelajaran *game* tebak gambar berbasis *Android* pada materi sistem hormon kelas XI memperoleh skor rata-rata 3,45 dan termasuk ke dalam kategori baik. Oleh karena itu, media pembelajaran *game* tebak gambar berbasis *Android* pada materi sistem hormon kelas XI layak untuk diujicobakan di sekolah.

Kata kunci : *Research and Development*, media pembelajaran, *game* tebak gambar, *Android*, sistem hormon.

DEVELOPMENT OF ANDROID-BASED GUESS THE IMAGE GAME AS A HORMONE SYSTEM LEARNING MEDIA FOR 11ST GRADE STUDENT

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ABSTRACT

The Covid-19 pandemic caused many changes to the order of human life. Educational institutions became one of the institutions that experienced restrictions due to the impact of this pandemic, so online learning was carried out. Online learning is becoming a new challenge for teachers to develop learning tools that can arouse student learning interest. Based on the results of the needs analysis in 5 schools in Yogyakarta, teachers have used a variety of learning media. However, teachers hope there is an interesting learning media innovation to support online learning activities. This research aims to find out how to develop game learning media guessing images on hormone system material as well as find out the feasibility of the game learning media guessing images in the mataeri hormone system to be piloted. This research includes the type of RnD (Research and Development) research according to Borg and Gall, which is an effort to develop a product and validate the product to find out its feasibility. The stages carried out in this study are the analysis of needs in 5 schools, product design creation, design validation with 4 experts, and design revisions.

Based on validation data by media experts and material experts, Android-based image guessing game learning media on Class XI High School Hormone System Material obtained an average score of 3.45 with Good category. Thats why android-based game learning media on high school grade XI Hormone System material is worth testing in school.

Keywords : *Research and Development, learning media, image guessing game, Android, Hormone System.*