

ABSTRAK

PENGEMBANGAN *GAME* EDUMIA *CONSTRUCT 2* PADA MATERI ANIMALIA
KELAS X

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Pembelajaran jarak jauh memerlukan alternatif media pembelajaran berbasis teknologi. Media pembelajaran berbasis teknologi saat ini sudah mulai digunakan, namun kurang bervariasi. Permasalahan tersebut bisa diatasi dengan media pembelajaran yang kreatif, inovatif dan informatif agar peserta didik memiliki pengalaman baru dalam belajar. Media pembelajaran yang digunakan harus sesuai dengan karakteristik generasi Z, yaitu anak lebih banyak menghabiskan waktu di dunia maya, seperti senang bermain *game*. Penelitian ini bertujuan untuk mengembangkan media pembelajaran dan mengetahui kelayakan media pembelajaran *game* edukasi pada materi animalia kelas X.

Penelitian ini menggunakan model *Research and Development* (R&D) menurut Sugiyono dengan menggunakan lima tahapan yaitu (1) potensi dan masalah, (2) pengumpulan data, (3) desain produk, (4) validasi produk, dan (5) revisi produk. Produk berbentuk aplikasi *game* edukasi berukuran 35 MB yang terdiri dari 6 level permainan. Produk *game* edukasi dapat digunakan pada *smartphone* OS *android* minimal versi 4. Hasil validasi media dan validasi materi menunjukkan bahwa media pembelajaran *game* edukasi memperoleh skor rata-rata 87,5 memiliki kualitas produk kategori “Sangat Baik”, sehingga media dapat diujicobakan dalam lingkup terbatas dengan perbaikan atas komentar dan saran dari validator.

Kata kunci: *game* edukasi, animalia, *Research and Development* (R&D)

ABSTRACT

**DEVELOPMENT OF EDUMIA CONSTRUCT 2 GAME
ON ANIMALIA CLASS X MATERIAL**

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The distance learning system requires alternative learning media based on technology. Currently, technology based learning media have begun to be used, but they are less varied. These problems, can be overcome with creative, innovative, and informative learning media so that students have new experiences in learning. Preferably, the learning media used must be in accordance with the characteristics of generation Z, namely students must spend more time in cyberspace, such as enjoying playing games. This study aims to develop learning media and determine the feasibility of educational game learning media on Animalia material for grade X of SMA.

This type of research uses the Research and Development (R&D) model according to Sugiyono, this research model uses five stages, namely (1) potential and problems, (2) data collection, (3) product design, (4) product validation, and (5) product revision. The product used is in the form of an educational game application with a size of 35 MB, which consists of 6 game levels. This educational application can be used on Android OS smartphones at least version 4. The results of media validation and material validation show that the educational game learning media gets an average score of 87.5 and has a product quality category "Very Good", so the media can be tested in limited scope with improvements to comments and suggestions from validators.

Keywords : *educational games, animalia, Research and Development (R&D)*