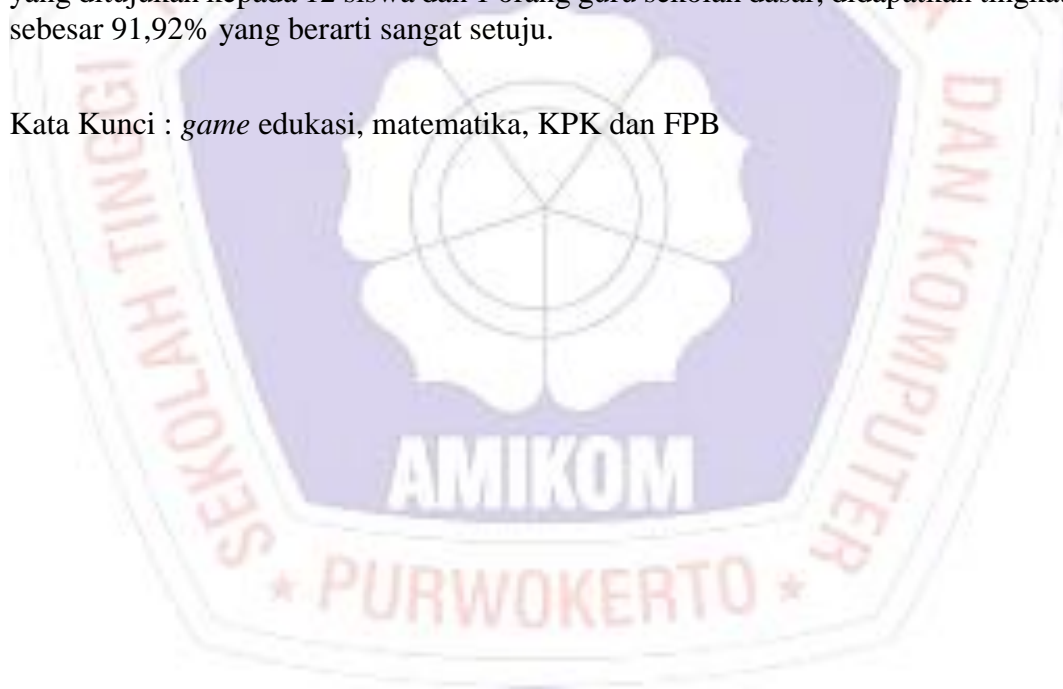


RINGKASAN

Penerapan Kurikulum 2013 di Sekolah Dasar Negeri Kedawung 5 Kecamatan Kroya masih mengalami beberapa hambatan, termasuk dalam pembelajaran matematika. Pembelajaran di sekolah tersebut masih dengan cara konvensional yaitu langsung hanya dari guru dan kurangnya media pembelajaran yang mendukung pada pembelajaran tersebut, sedangkan para siswa menganggap bahwa pelajaran matematika adalah pelajaran yang membosankan dan sulit untuk dipahami. Berdasarkan hasil ulangan harian, diperoleh nilai terendah dan dibawah KKM yaitu 68 pada bab KPK dan FPB dengan rata-rata 48,3. Penelitian ini bertujuan untuk membuat sebuah media pembelajaran *game* edukasi sekolah dasar matematika KPK dan FPB berbasis android. Pembuatan *game* ini menggunakan metode *Multimedia Development Life Cycle (MDLC)*. Hasil penelitian adalah telah dibuat *game* edukasi matematika KPK dan FPB berbasis android. Setelah melalui tahap pengujian menggunakan *Alpha Test* menunjukkan hasil sesuai dengan perancangan dan pada *Beta Test* menggunakan rumus *indeks* dengan hasil survei yang ditujukan kepada 12 siswa dan 1 orang guru sekolah dasar, didapatkan tingkat sebesar 91,92% yang berarti sangat setuju.

Kata Kunci : *game* edukasi, matematika, KPK dan FPB



ABSTRACT

The application of the 2013 Curriculum at the Kedawung 5 Public Elementary School in Kroya district still faces several obstacles, including in math learning. Learning proses in that school still run conventionally that is directly just only from the teacher and less of media to support that learning proses, while students assume that mathematics is a boring and difficult to be understood subject. According to daily evaluation, it is known that the lowest score is under the KKM that's 68 in the KPK and FPB chapter with an average of 48.3. In this research, the study focuses on creating an educational game as a learning medium for the KPK and FPB materials for elementary school students under the platform of Android. The researcher developed the game using Multimedia Development Life Cycle (MDLC). The results of the study showed the significance of Android-based KPK and FPB mathematic education games. After going through the testing phase using Alpha Test, the results showed the significance as expected under the design, and the Beta Test using the index formula with the results of the survey aimed at 12 students and one elementary school teacher obtained a level of 91.92% which means strongly agree to the application of the game.

Keywords: education game, math, KPK and FPB

