

INTISARI

Kemajuan ilmu pengetahuan dan teknologi memiliki pengaruh terhadap penerapan pembelajaran pada era saat ini, dari hasil observasi dan wawancara didapat permasalahan yang terjadi pada SMA Negeri 1 Wanadadi yaitu informasi yang disampaikan tidak diterima dengan baik, penyampaian kurang maksimal, dan masih monotonnya dalam memberikan materi. Tujuan penelitian ini adalah membangun media pembelajaran game yang menghubungkan unsur hiburan dan pendidikan untuk meningkatkan motivasi menggunakan metode pengembangan sistem berupa MDLC (Multimedia Development of Cycle) yang terdiri dari 6 tahapan yaitu concept, design, material collecting, assembly, testing, dan distribution. Dalam pembuatan game digunakan metode pengumpulan data berupa literature, observasi, questioner dan wawancara. Besar harapan siswa mampu memahami materi yang disampaikan guru melalui game edukasi tersebut, karena berdasarkan penilaian angket siswa aplikasi game edukasi ini didapatkan hasil rata rata index sebesar 88,26% dan angket perwakilan guru sebesar 94,99%. Sehingga dapat disimpulkan bahwa aplikasi ini layak untuk digunakan dan memperlihatkan bahwa media pembelajaran game edukasi ini sangat bermanfaat digunakan oleh para siswa SMA Negeri 1 Wanadadi.

Kata kunci: Media Pembelajaran, Game Edukasi, SMA Negeri 1 Wanadadi, RPG Maker Vx Ace

ABSTRACT

Advances in science and technology have an influence on the application of learning in the current era, from the results of observations and interviews, it was found that the problems that occurred at SMA Negeri 1 Wanadadi were that the information conveyed was not well received, the delivery was not optimal, and the material was still monotonous. The purpose of this research is to build a game learning media that connects the elements of entertainment and education to increase motivation using a system development method in the form of MDLC (Multimedia Development Of Cycle) which consists of 6 stages, namely concept, design, collecting material, assembly, testing, and distribution. In making the game used data collection methods in the form of literature, observation, questionnaires and interviews. It is hoped that students will be able to understand the material presented by the teacher through the educational game, because based on the assessment of the student questionnaire, this educational game application obtained an average index of 88.26% and a teacher representative questionnaire of 94.99%. So it can be concluded that this application is feasible to use and shows that this educational game learning media is very useful for students of SMA Negeri 1 Wanadadi.

Keywords: Learning Media, Educational Games, SMA Negeri 1 Wanadadi, RPG Maker Vx Ace.