

INTISARI

Perkembangan game di dunia semakin pesat termasuk Indonesia, hal ini tentunya mempengaruhi proses pembelajaran anak- anak karena mereka lebih banyak bermain game dibandingkan belajar. Matematika merupakan mata pelajaran yang paling ditakuti siswa karena dianggap sulit. Tujuan dari penelitian ini adalah membuat game edukasi matematika dengan unity engine yang disukai anak – anak supaya mereka merasa nyaman dan betah terhadap pembelajarannya. Adapun metode yang dipakai dalam pengembangan game ini adalah MDLC (Multimedia Development Life Cycle)Luther-Sutopo yang terdiri dari concept, design, material collecting, assembly, testing dan distribution. Penelitian ini menghasilkan game edukasi matematika yang berfokus kepada matematika kelas 1 dan 2 game yang dihasilkan dapat dimainkan secara langsung pada smartphone android. Berdasarkan penelitian dihasilkan bahwa adanya game racing math telah berfungsi dengan baik setelah dijalankan testing. Berdasarkan pengujian beta test, hasil akhir pengujian menunjukkan 88,2 % sangat setuju dengan adanya game yang dibuat dan dapat diterima oleh seluruh siswa dan guru yang mengajar.

Kata kunci: game, Matematika, MDLC, Unity Engine.



ABSTRACT

The development of games in the world is increasing rapidly including Indonesia, this certainly affects the learning process of children because they play games more than study. Mathematics is a subject that is most feared by students because it is considered difficult. The purpose of this research is to make a math educational game with the unity engine that is liked by children so that they feel comfortable and at home in their learning. The method used in developing this game is the Luther-Sutopo MDLC (Multimedia Development Life Cycle) which consists of concept, design, material collecting, assembly, testing and distribution. This research produces math educational games that focus on grades 1 and 2 math. The resulting games can be played directly on Android smartphones. Based on the research, it was found that the existence of a racing math game was functioning properly after testing was carried out. Based on the beta test, the final results of the test showed that 88.2% strongly agreed with the game being made and acceptable to all students and teachers who teach.

Keywords: games, Mathematics, MDLC, Unity Engine.

