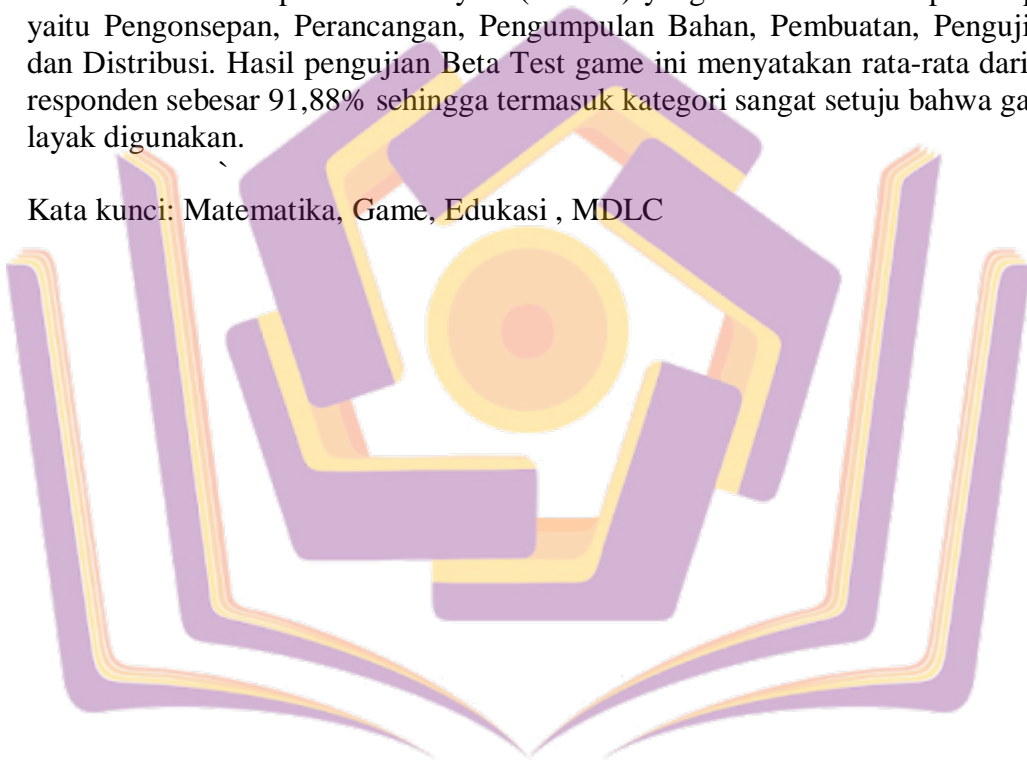


## RINGKASAN

Bilangan dan Faktor Prima merupakan salah satu materi matematika yang ada di Kurikulum 2013. SD Negeri Sidomulyo sudah menyediakan tablet tetapi belum bisa di manfaatkan karena belum tersedianya media pembelajaran. Atas dasar inilah penelitian ini dibuat untuk menjadikan media game edukasi sebagai fasilitas siswa dalam memahami materi bilangan dan faktor prima. Metode pengumpulan data yang digunakan adalah observasi, wawancara, dokumentasi, dan studi pustaka. Aplikasi yang dibuat dikembangkan dengan metode Multimedia Development Life Cycle (MDLC) yang memiliki beberapa tahapan yaitu Pengonsepan, Perancangan, Pengumpulan Bahan, Pembuatan, Pengujian, dan Distribusi. Hasil pengujian Beta Test game ini menyatakan rata-rata dari 37 responden sebesar 91,88% sehingga termasuk kategori sangat setuju bahwa game layak digunakan.

Kata kunci: Matematika, Game, Edukasi , MDLC



## **ABSTRACT**

*Numbers and Prime Factors is one of the mathematical materials in the 2013 curriculum. SD Negeri Sidomulyo has provided tablets but cannot be utilized because of the unavailability of learning media. On this basis this research was made to make educational game media as a student facility in understanding material numbers and prime factors. Data collection methods used were observation, interviews, documentation, and literature study. The application was developed using the Multimedia Development Life Cycle (MDLC) method which has several stages, namely Conceptualization, Design, Material Collection, Manufacturing, Testing and Distribution. The Beta Test results of this game stated that on average 37 respondents were 91.88% so that they were in the category of strongly agreeing that the game was appropriate to use.*

*Keywords: Mathematics, Games, Education, MDLC*

