

ABSTRAK

Penelitian ini bertujuan untuk merancang game edukasi 2D simulasi pengoperasian komputer sebagai media pembelajaran untuk membantu persiapan Asesmen Nasional Berbasis Komputer (ANBK) bagi siswa kelas V MI Ma'arif NU 1 Pekuncen. Penelitian ini dilatarbelakangi oleh belum tersedianya media pembelajaran interaktif untuk mengenalkan dasar-dasar pengoperasian komputer sehingga proses pembelajaran masih dilakukan melalui penjelasan secara lisan dan praktik sederhana. Pengembangan media dilakukan menggunakan metode *Multimedia Development Life Cycle* (MDLC) yang meliputi tahapan *concept, design, material collecting, assembly, testing, distribution*, dan *evaluation*. Pengumpulan data dilakukan melalui observasi, wawancara, validasi ahli media, validasi ahli materi, dan angket respon siswa. Data dianalisis menggunakan analisis deskriptif kuantitatif dengan teknik *persentase* dan analisis deskriptif kualitatif. Hasil penelitian menunjukkan bahwa validasi ahli media memperoleh persentase sebesar 65% dengan kategori Layak, validasi ahli materi memperoleh persentase sebesar 75% dengan kategori Layak, sedangkan hasil uji respon terhadap 26 siswa memperoleh *persentase* sebesar 91,15% dengan kategori Sangat Baik. Berdasarkan hasil tersebut, game edukasi 2D simulasi pengoperasian komputer yang dikembangkan dinyatakan layak digunakan sebagai media pembelajaran untuk membantu siswa mengenal dan berlatih melakukan pengoperasian komputer secara bertahap sebagai bagian dari persiapan menghadapi Asesmen Nasional Berbasis Komputer (ANBK).

Kata kunci: Game Edukasi 2D, Media Pembelajaran, Pengoperasian Komputer, MDLC, ANBK.

ABSTRACT

This study aims to design a 2D educational game simulating computer operation as a learning medium to support preparation for the Computer-Based National Assessment (Asesmen Nasional Berbasis Komputer/ANBK) for fifth-grade students at MI Ma'arif NU 1 Pekuncen. This study was motivated by the lack of interactive learning media for introducing basic computer operation, resulting in learning activities still relying on verbal explanations and simple practice. The media was developed using the Multimedia Development Life Cycle (MDLC) method, which consists of the stages of concept, design, material collecting, assembly, testing, distribution, and evaluation. Data were collected through observation, interviews, media expert validation, material expert validation, and student response questionnaires. The data were analyzed using descriptive quantitative analysis with percentage techniques and descriptive qualitative analysis. The results showed that the media expert validation obtained a percentage of 65%, categorized as Feasible, while the material expert validation obtained 75%, also categorized as Feasible. Meanwhile, the student response test involving 26 students obtained a percentage of 91.15%, categorized as Very Good. Based on these results, the developed 2D educational game simulating computer operation is considered feasible for use as a learning medium to help students recognize and practice basic computer operations gradually as part of their preparation for the Computer-Based National Assessment (ANBK).

Keywords: 2D educational game, learning media, computer operation, MDLC, ANBK.