

## DAFTAR ISI

|   |     |
|---|-----|
| HALAMAN SAMBUTAN .....                            | i   |
| HALAMAN JUDUL.....                                | ii  |
| HALAMAN PERSETUJUAN.....                          | iii |
| HALAMAN PENGESAHAN.....                           | iv  |
| HALAMAN SURAT PERNYATAAN KEASLIAN PENELITIAN..... | v   |
| HALAMAN MOTTO .....                               | vi  |
| HALAMAN KATA PENGANTAR.....                       | vii |
| DAFTAR ISI.....                                   | ix  |
| DAFTAR TABEL.....                                 | xi  |
| DAFTAR GAMBAR .....                               | xii |
| DAFTAR LAMPIRAN.....                              | xiv |
| RINGKASAN .....                                   | xv  |
| ABSTRACT.....                                     | xvi |
| <b>BAB I PENDAHULUAN</b>                          |     |
| A. Latar Belakang .....                           | 1   |
| B. Rumusan Masalah .....                          | 4   |
| C. Batasan Penelitian .....                       | 5   |
| D. Tujuan Penelitian .....                        | 5   |
| E. Manfaat Penelitian .....                       | 5   |
| <b>BAB II TINJAUAN PUSTAKA</b>                    |     |
| A. Landasan Teori.....                            | 7   |
| 1. Pengertian <i>Game</i> .....                   | 7   |
| 2. Android.....                                   | 8   |
| 3. Construct 2 .....                              | 35  |
| 3. Corel Draw X7 .....                            | 36  |
| 4. Skala likert.....                              | 36  |
| 5. Adobe Photoshop .....                          | 36  |
| B. Penelitian Sebelumnya .....                    | 37  |

### BAB III METODE PENELITIAN

|                                      |    |
|--------------------------------------|----|
| A. Tempat dan Waktu Penelitian ..... | 46 |
| B. Metode Pengumpulan Data .....     | 46 |
| 1. Observasi .....                   | 46 |
| 2. Wawancara .....                   | 46 |
| 3. Dokumentasi.....                  | 47 |
| 4. Studi Pustaka .....               | 48 |
| 5. Kuesioner.....                    | 48 |
| C. Alat dan Bahan Penelitian.....    | 49 |
| D. Konsep Penelitian.....            | 50 |
| 1. Langkah-langkah penelitian .....  | 50 |
| 2. Metode Pengembangan Sistem .....  | 51 |
| E. Populasi dan Sampel .....         | 55 |
| 1. Populasi .....                    | 55 |
| 2. Sampel.....                       | 55 |

### BAB IV HASIL DAN PEMBAHASAN

|   |    |
|---|----|
| A. Analisis Hasil .....                                 | 57 |
| 1. <i>Concept</i> (Pengonsepan).....                    | 57 |
| 2. <i>Design</i> (Perancangan).....                     | 58 |
| 3. <i>Material Collecting</i> (pengumpulan materi)..... | 64 |
| 4. <i>Assembly</i> (Pembuatan) .....                    | 67 |
| 5. <i>Testing</i> (Pengujian).....                      | 77 |
| 6. <i>Distribution</i> (Distribusi) .....               | 89 |

### BAB V PENUTUP

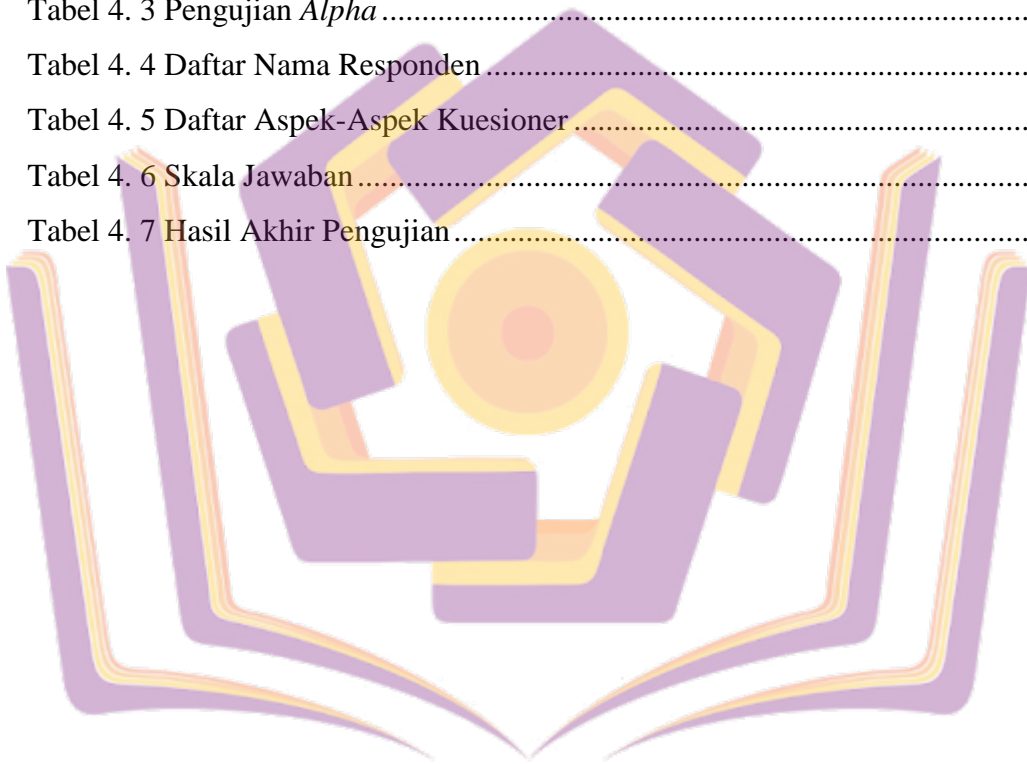
|                    |    |
|--------------------|----|
| A. Kesimpulan..... | 90 |
| B. Saran.....      | 90 |

### DAFTAR PUSTAKA

### LAMPIRAN

## DAFTAR TABEL

|  |    |
|--|----|
| Tabel 1.1 Nilai Raport Rata-Rata Kelas.....          | 3  |
| Tabel 2. 1 Versi Adroid.....                         | 9  |
| Tabel 2. 2 Perbandingan Peneliatian Sebelumnya ..... | 44 |
| Tabel 4. 1 <i>Storyboard</i> .....                   | 59 |
| Tabel 4. 2 Pengumpulan Materi .....                  | 65 |
| Tabel 4. 3 Pengujian <i>Alpha</i> .....              | 78 |
| Tabel 4. 4 Daftar Nama Responden.....                | 81 |
| Tabel 4. 5 Daftar Aspek-Aspek Kuesioner .....        | 82 |
| Tabel 4. 6 Skala Jawaban.....                        | 82 |
| Tabel 4. 7 Hasil Akhir Pengujian.....                | 88 |



## DAFTAR GAMBAR

|   |    |
|---|----|
| Gambar 2. 1 Versi Android 1.0.....                                | 10 |
| Gambar 2. 2 Android Versi 1.1.....                                | 11 |
| Gambar 2. 3 Andorid <i>Capcake</i> .....                          | 11 |
| Gambar 2. 4 Android 1.6 <i>Donut</i> .....                        | 13 |
| Gambar 2. 5 Android 2.0 - 2.1 <i>Eclair</i> .....                 | 14 |
| Gambar 2. 6 Andorid 2.2 – 2.2.3 <i>Froyo</i> .....                | 16 |
| Gambar 2. 7 Android 2.3 - 2.3.7 <i>Gingerbread</i> .....          | 18 |
| Gambar 2. 8 Android 3.0 – 3.2.6 <i>Honeycomb</i> .....            | 20 |
| Gambar 2. 9 Android 4.0.1 – 4.0.4 <i>Ice Cream Sandwich</i> ..... | 22 |
| Gambar 2. 10 Android 4.1 – 4.3 <i>Jelly bean</i> .....            | 25 |
| Gambar 2. 11 Android 4.4 – 4.4.4 <i>KitKat</i> .....              | 27 |
| Gambar 2. 12 Android 5.0 – 5.1.1 <i>Lollipop</i> .....            | 28 |
| Gambar 2. 13 Android 6.0 – 6.0.1 <i>Marshmallow</i> .....         | 30 |
| Gambar 2. 14 Android 7.0 – 7.1.2 <i>Nougat</i> .....              | 31 |
| Gambar 2. 15 Andoid Android 8.0 – 8.1 <i>Oreo</i> .....           | 33 |
| Gambar 2. 16 Android 9.0 <i>Pie</i> .....                         | 34 |
| Gambar 3. 1 Diagaram Alur Penelitian.....                         | 50 |
| Gambar 3. 2 Tahapan Pengembangan Multimedia .....                 | 51 |
| Gambar 4. 1 Struktur Navigasi .....                               | 63 |
| Gambar 4. 2 Tampilan <i>Opening game</i> .....                    | 67 |
| Gambar 4. 3 Menu Utama.....                                       | 68 |
| Gambar 4. 4 Cara Bermain.....                                     | 69 |
| Gambar 4. 5 Cara Bermain.....                                     | 69 |
| Gambar 4. 6 Cara Bermain.....                                     | 69 |
| Gambar 4. 7 Profil.....   | 70 |
| Gambar 4. 8 Menu Main .....                                       | 70 |
| Gambar 4. 9 Tampilan Level 1 .....                                | 71 |
| Gambar 4. 10 Tampilan pertanyaan .....                            | 72 |

|  |    |
|--|----|
| Gambar 4. 11 Tampilan Jawaban Benar .....        | 72 |
| Gambar 4. 12 Tampilan Jawaban Salah .....        | 73 |
| Gambar 4. 13 Tampilan Waktu Habis.....           | 73 |
| Gambar 4. 14 Tampilan <i>Game</i> Selesai.....   | 74 |
| Gambar 4. 15 Kalah Dalam Permainan.....          | 75 |
| Gambar 4. 16 Tampilan Level 2 .....              | 75 |
| Gambar 4. 17 Tampilan Menu Keluar .....          | 76 |
| Gambar 4. 18 <i>Event Sheet</i> Menu Utama ..... | 77 |



## DAFTAR LAMPIRAN

Lampiran 1 Surat Keterangan Penelitian

Lampiran 2 Kartu Bimbingan

Lampiran 3 Transkrip Wawancara

Lampiran 4 Daftar Pengguna Android

Lampiran 5 Data Nilai

Lampiran 6 Dokumentasi

Lampiran 7 Kuesioner

