

## RINGKASAN

Kata game jika diartikan dalam bahasa Indonesia, yaitu permainan. Permainan sebagai media pembelajaran, yaitu melibatkan siswa dalam proses pengalaman dan sekaligus menghayati tantangan, mendapatkan inspirasi, terdorong untuk berpikir kreatif, dan berintegrasi dalam kegiatan dengan sesama siswa dalam melakukan permainan. Matematika merupakan mata pelajaran wajib dan salah satu mata pelajaran yang diujikan di ujian nasional sekolah dasar. Maka penulis tertarik membuat game edukasi matematika, game edukasi matematika ini ditujukan untuk siswa kelas IV SD dan akan bisa dimainkan di smartphone android, game edukasi matematika ini dibuat menggunakan aplikasi Construct 2, pembuatan game edukasi matematika ini bertujuan agar siswa lebih tertarik untuk belajar matematika. Pada penelitian ini penulis menggunakan metode pengembangan sistem multimedia development lyfe cycle (MDLC). Hasil dari penelitian ini telah dibuat game edukasi matematika “Jumper Math Education” untuk media pembelajaran siswa kelas IV SD berbasis android.

Kata Kunci : Game Edukasi, Matematika, Android, Construct 2

## **ABSTRACT**

*The word game if interpreted in Indonesian, that is game. The game as a learning medium, which involves students in the process of experience and at the same time experiencing challenges, getting inspired, motivated to think creatively, and integrating activities with fellow students in playing games. Mathematics is a compulsory subject and one of the subjects tested in the national elementary school examinations. So the writer is interested in making a math education game, this math education game is aimed at fourth grade elementary school students and will be able to play on an android smartphone, this math education game is made using the Construct 2 application, making this math educational game aimed at making students more interested in learn math. In this study the authors used the method of developing multimedia development lyfe cycle (MDLC) systems. The results of this study have been made in the math education game "Jumper Math Education" for learning media for fourth grade elementary school students based on android.*

*Keyword : Game education, Math, Android, Construct 2*

