

Ahmad Ludfiyanto, 2022. pengembangan game edukasi berbasis role-play game pada materi operasi bilangan pecahan kelas V sekolah dasar. Skripsi, Program Studi Pendidikan Informatika, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing: Nuru Aini, S.Kom., M.Kom.

ABSTRAK

Tujuan penelitian ini adalah untuk mengetahui prosedur, kelayakan media pembelajaran, dan respon siswa dari game edukasi berbasis role play game pada materi operasi bilangan pecahan kelas V sekolah dasar. Penelitian pengembangan ini dilaksanakan di SDN Ngujo 1 Bojonegoro, dengan subjek penelitian yaitu kelas V. Penelitian menggunakan Model pengembangan ADDIE (Analysis, Design, Development, Implementation, and Evaluation). Prosedur dalam pengembangan game edukasi berbasis role play game dimulai dengan pembuatan storyboard, asset, penyusunan game menggunakan Gdevelop 5. Kelayakan dari media pembelajaran game edukasi yang dikembangkan dapat dikategorikan layak digunakan karena mendapatkan 80% dari uji ahli materi, 94% dari uji ahli media, 91.11% dari uji coba perorangan, dan 90.86% dari uji coba kelompok kecil. Dengan hasil tersebut maka hasil produk dapat kualifikasikan sangat tinggi dengan keterangan sangat layak, tidak perlu revisi.

Kata kunci : game edukasi, role play game, Gdevelop 5, model ADDIE, operasi bilangan pecahan

Ahmad Ludfiyanto, 2022. Development of an educational game based on a role-play game in elementary school grade V fractional number operations. Thesis, Informatics Education Study Program, Faculty of Education, Trunojoyo University of Madura. Advisor: Nuru Aini, S.Kom., M.Kom.

ABSTRACT

The purpose of this study was to determine the procedure, the availability of learning media, and respons in the form of educational games based on role-play games in elementary school fifth grade fractional number operations. This development research was carried out at SDN Ngujo 1 Bojonegoro, with the research subject being class V. The research used the ADDIE Development Model (Analysis, Design, Development, Implementation, and Evaluation). The procedure for developing educational games based on role-play games begins with making storyboards, assets, compiling games using Gdevelop 5. The feasibility of the developed educational game learning media can be categorized as suitable for use because it gets 80% of the material expert test, 94% of the media expert test, 91.11% of the individual trials, and 90.86% of the small group trials. With these results, the product can be qualified very high with a very decent description, no need to be revised.

Keywords: educational game, role-play game, Gdevelop 5, ADDIE model, fractional number operations