

Ilham Fikri Andri. 2025. *Pengembangan Game Edukasi Berbasis Role-Playing Game (RPG) Pada Materi Komponen Komputer Di SMK At-Taufiqiyah*. Skripsi, Program Studi Pendidikan Informatika, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing: Luluk Mauli Diana, S.Si., M.Pd.

ABSTRAK

Komponen komputer adalah materi dasar teknologi informasi yang sering sulit dipahami siswa karena penyajiannya masih abstrak dan kurang visual. Metode pembelajaran konvensional juga sering membuat siswa pasif. Untuk mengatasi hal ini, penelitian ini mengembangkan *game edukasi* berbasis *Role-Playing Game (RPG)* pada materi komponen komputer di SMK At-Taufiqiyah yang dirancang agar interaktif dan menarik. Model pengembangan yang digunakan adalah ADDIE, melalui tahap *Analyze, Design, Development, Implementation, dan Evaluation*. Instrumen penelitian meliputi validasi ahli materi dan media, angket respon siswa. Hasil validasi menunjukkan *game* yang dibuat mendapat penilaian sangat layak, dengan skor kelayakan 92% dari ahli materi dan 95% dari ahli media. Respon siswa juga sangat baik, dengan persentase kepraktisan 95% pada uji perorangan, 92% pada kelompok kecil, dan 88% pada kelompok besar. Kesimpulannya, *game edukasi* berbasis *role-playing game (RPG)* ini sangat layak dan praktis digunakan sebagai media pembelajaran interaktif pada materi komponen komputer.

Kata Kunci: *ADDIE, Game Edukasi, Komponen Komputer, Role-Playing Game (RPG).*

Ilham Fikri Andri. 2025. *Development of Role-Playing Game (RPG) Based Educational Game on Computer Components Material at SMK At-Taufiqiyah*. Thesis, Informatics Education Study Program, Faculty of Education, Trunojoyo University, Madura. Supervisor: Luluk Mauli Diana, S.Si., M.Pd.

ABSTRACT

Computer components are basic information technology materials that are often difficult for students to understand because the presentation is still abstract and less visual. Conventional learning methods also often make students passive. To overcome this, this study developed an educational game based on Role-Playing Game (RPG) on computer component material at SMK At-Taufiqiyah which was designed to be interactive and interesting. The development model used is ADDIE, through the Analyze, Design, Development, Implementation, and Evaluation stages. Research instruments include material and media expert validation, student response questionnaires. The validation results showed that the game received a very decent assessment, with a feasibility score of 92% from material experts and 95% from media experts. Student responses were also very good, with a practicality percentage of 95% in the individual test, 92% in the small group, and 88% in the large group. In conclusion, this role-playing game (RPG) based educational game is very feasible and practical to use as an interactive learning media on computer component material.

Keywords: ADDIE, Computer Components, Educational Game, , Role-Playing Game (RPG).