

ABSTRAK

Akbar, N. H. 2017. *Pengembangan Game Edukasi 2 Dimensi Untuk Materi Struktur Dasar Algoritma Pemrograman Pada SMK Kelas X*. Skripsi, Pendidikan Informatika, Universitas Trunojoyo Madura.

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Kata Kunci : Media Pembelajaran, Game Edukasi, Android, Struktur Dasar Algoritma Pemrograman.

Materi struktur dasar algoritma pemrograman merupakan materi yang membahas tentang alur logika penyelesaian masalah. Maka untuk mempelajari materi struktur dasar algoritma pemrograman, siswa dituntut untuk memiliki kemampuan berfikir logis yang baik.

Penelitian ini bertujuan untuk mengembangkan media pembelajaran tentang Struktur Dasar Algoritma Pemrograman yang berupa Game Edukasi Berbasis Android untuk membantu siswa dalam memahami Materi Struktur Dasar Algoritma Pemrograman Mata Pelajaran Pemrograman Dasar.

Penelitian ini menggunakan metode penelitian pengembangan dengan mengikuti model pengembangan ADDIE (*Analysis, Design, Development, Implementation, Evaluation*). Dalam penelitian ini dilakukan 5 tahap uji coba untuk memperoleh nilai efektivitas, efisiensi, dan daya tarik produk. Pertama uji coba ahli isi/materi, kedua uji coba ahli rancangan media, ketiga uji coba perorangan, keempat uji coba kelompok kecil, kelima uji coba kelompok besar.

Hasil penelitian menunjukkan bahwa nilai yang diperoleh game edukasi dari: 1) Ahli Materi mendapatkan nilai 98,33% dengan kualifikasi “sangat tinggi”, 2) Ahli Rancangan Media diperoleh nilai 90,00% dengan kualifikasi “sangat tinggi”, 3) uji coba siswa perorangan diperoleh nilai 94,67% dengan kualifikasi “sangat tinggi”, 4) uji coba siswa kelompok kecil diperoleh nilai 88,00% dengan kualifikasi “tinggi”, 5) uji coba siswa kelompok besar diperoleh nilai 88,58% dengan kualifikasi “tinggi”. Dengan demikian game edukasi yang dikembangkan ini memiliki nilai efektivitas, efisiensi, dan daya tarik yang tinggi sebagai media pembelajaran Struktur Dasar Algoritma Pemrograman.

ABSTRACT

Akbar, N.H. 2017. *Development of 2D Educational Game For Basic Structure of Programming Algorithm In SMK Class X. Thesis (S1), Education of Informatics, University Of Trunojoyo Madura.*

Lecturers : (I) Arik Kurniawati, S.Kom., M.T., and (II) Puji Rahayu Ningsih, S.Pd., M.Pd.

Keywords : *Learning Media, Educational Game, Android, Basic Structure of Programming Algorithm.*

The basic structure of the programming algorithm is the material that discusses the logical flow of problem solving. So to learn the basic structure of the programming algorithm, students are required to have good logical thinking ability

The aims of this research are for developing learning media about basic structure of programming algorithm Which is an Android based Educational Game to assist students in understanding the Basic Structure Programming Algorithm of Basic Programming Subject.

This research uses development research method by following the ADDIE Model Development (Analysis, Design, Development, Implementation, Evaluation). In this research, there are 5 stages of testing to obtain the effectiveness, efficiency, and attractiveness of the product. The first is a content / material expert test, second is a learning media design expert test, third is one to one testing, fourth is small group testing, fifth is large group testing (field testing).

The results of research showed that the value obtained from educational games, from: 1) The Content/Material Expert scores 98.33% with "very high" qualifications, 2) Media Design Expert obtained value 90.00% with "very high" qualification, 3) One to one student test was obtained 94.67% with "very high" qualification, 4) Small group student test was obtained 88.00% with "high" qualification, 5) Large group student test was obtained 88.58% with "high" qualification. Thus this educational game developed has the high value of effectiveness, efficiency, and attractiveness as a learning media of Basic Structure of Programming Algorithm.