

ABSTRAK

Penelitian pengembangan bertujuan untuk mengembangkan produk pengembangan media pembelajaran *game* edukasi *RPG* “AOD” (Adventure of Disa) dalam bidang pendidikan secara efektif dan efisien. Pengembangan ini dilatar belakangi adanya masalah kurang aktifnya siswa dikarenakan guru masih kurang variatif dalam menggunakan media pembelajaran dan guru merasa kesulitan mengembangkan media karena keterbatasan waktu, biaya, dan kemampuan terutama pada mata pelajaran Ilmu Pengetahuan Sosial. Dari permasalahan tersebut pengembang ingin mengembangkan media pembelajaran *game* edukasi *RPG* “AOD” pada mata pelajaran ilmu pengetahuan sosial materi sejarah masyarakat indonesia pada masa praaksara, hindu-buddha, dan islam kelas VII UPT SMP Negeri 18 Gresik. Penelitian pengembangan ini menggunakan model pengembangan ADDIE (Analisis, Desain, Development, Implementasi, dan Evaluasi). Kelayakan dari media pembelajaran ini ditinjau dari dua aspek yaitu aspek materi dan aspek media. Instrumen yang digunakan untuk mengumpulkan data yaitu menggunakan angket. Berdasarkan hasil penelitian yang dilakukan menunjukkan bahwa hasil persentase kevalidan media pembelajaran *game* edukasi *RPG* “AOD” menurut ahli media pembelajaran adalah 93% (sangat tinggi, sangat layak digunakan), menurut ahli materi adalah 97% (sangat tinggi, sangat layak digunakan), dan menurut hasil uji coba perorangan adalah 96% (sangat tinggi, sangat layak digunakan). Dengan demikian dapat disimpulkan bahwa media pembelajaran *game* edukasi *RPG* “AOD” sangat layak digunakan pada pembelajaran ilmu pengetahuan sosial materi sejarah masyarakat indonesia pada masa praaksara, hindu-buddha, dan islam.

Kata Kunci : Pengembangan, Media Pembelajaran, *Role Playing Game* “AOD”, Ilmu Pengetahuan Sosial, Sejarah

ABSTRACT

The development research aims to develop products for developing learning media in educational RPG "AOD" (Adventure of Disa) games in the field of education effectively and efficiently. This development is motivated by the lack of active students as a problem because teachers are still less varied in using learning media. Teachers also find the difficulties in developing media because of time, cost, and ability, especially on Social Sciences subjects. Therefore, the developer wants to develop learning media for educational RPG "AOD" games on Social Science subjects in the history of Indonesian society in pre-literary, Hindu-Buddhist, and Islamic grade VII UPT SMPN 18 Gresik. This development research uses the ADDIE (Analysis, Design, Development, Implementation, and Evaluation) as development model. The feasibility of this learning media is viewed from two aspects namely material aspects and media aspects. The developer used a questionnaire to collect data. Based on the results of research, it showed that the percentage of the validity of instructional media educational RPG "AOD" games according to media expert study was 93% (very high, very feasible to use), according to the expert material was 97% (very high, very feasible to use), and according to the results of individual trials was 96% (very high, very feasible to use). Thus, it can be concluded that the learning media of the educational RPG "AOD" game is very feasible to be used in the learning of social science material on the history of Indonesian society in pre-literary, Hindu-Buddhist, and Islamic times.

Keywords: *Development, Learning Media, Role Playing Game "AOD", Social Sciences, History*