

Moh Husnur Robert. 2025. *Pengembangan Game Edukasi 2D Pengenalan Angka Untuk Anak Berkebutuhan Khusus (ABK) Tunagrahita Di SLB*. Skripsi, Program Studi Pendidikan Informatika, Fakultas Keguruan dan Ilmu Pendidikan, Universitas Trunojoyo Madura. Dosen Pembimbing : Muhlis Tahir, S.Pd., M.Tr.Kom.

ABSTRAK

Penelitian pengembangan ini dilatarbelakangi karena perlu adanya penanganan khusus bagi siswa Tunagrahita pada proses pembelajaran, Perbedaan karakteristik setiap siswa menjadi alasan utama. dan peserta didik tunagrahita hingga saat ini belum memanfaatkan media berbasis teknologi, melainkan masih menggunakan media cetak dan alat peraga sederhana. Selain itu, variasi media dan sumber belajar masih terbatas, seperti penggunaan perangkat komputer yang belum diimplementasikan. Jadi dibutuhkan inovasi media pembelajaran yang interaktif, menarik, dan relevan, seperti game edukasi untuk membantu siswa tunagrahita memahami materi dengan baik. Penelitian ini bertujuan untuk mengembangkan Game Edukasi Pengenalan Angka berbasis Unity untuk Anak Berkebutuhan Khusus (ABK) Tunagrahita di SLB Negeri Keleyan Bangkalan yang berdasarkan standar ISO 25010. Penelitian ini menggunakan model *Multimedia Development Life Cycle* (MDLC) dengan 6 tahapannya yaitu konsep, design, material collecting, assembly, testing, dan distribution. Hasil penelitian ini sangat layak kerana mendapatkan hasil uji coba ahli media kepada dosen menggunakan ISO 25010 sebesar 95%, uji ahli materi guru dan dosen 100%, uji kelompok kecil sebesar 92% dan uji kelompok besar 90%. Berdasarkan hasil tersebut maka dapat disimpulkan bahwa pengembangan game pengenalan angka untuk anak berkebutuhan khusus (ABK) Tunagrahita dikatakan layak untuk diterapkan sebagai media pembelajaran pengenalan angka untuk anak berkebutuhan khusus.

Kata Kunci : *Game Edukasi, Pengenalan Angka, Unity, Tunagrahita, ISO 25010*

Moh Husnur Robert. 2025. *Development of 2D Educational Game for Number Recognition for Children with Special Needs (ABK) with Tunagrahita in SLB*. Thesis, Informatics Education Study Program, Faculty of Teacher Training and Education, Trunojoyo University, Madura. Supervisor: Muhlis Tahir, S.Pd., M.Tr.Kom.

ABSTRACT

This development research is motivated by the need for special handling for students with intellectual disabilities in the learning process. The differences in the characteristics of each student are the main reason. and students with intellectual disabilities have not yet utilized technology-based media, but still use printed media and simple teaching aids. In addition, the variety of media and learning resources is still limited, such as the use of computer devices that have not been implemented. So it takes innovation in interactive, interesting, and relevant learning media, such as educational games to help students with intellectual disabilities understand the material well. This study aims to develop a Unity-based Number Recognition Educational Game for Children with Special Needs (ABK) with Intellectual Disabilities at SLB Negeri Keleyan Bangkalan based on ISO 25010 standards. This study uses the Multimedia Development Life Cycle (MDLC) model with 6 stages, namely concept, design, material collecting, assembly, testing, and distribution. The results of this study are very appropriate because they obtained the results of the media expert trial to lecturers using ISO 25010 of 95%, the teacher and lecturer material expert test of 100%, the small group test of 92% and the large group test of 90%. Based on these results, it can be concluded that the development of a number recognition game for children with special needs (ABK) with intellectual disabilities is said to be appropriate to be applied as a learning medium for number recognition for children with special needs.

Keywords : *Educational Games, Number Recognition, Unity, Tunagrahita, ISO 25010*