

ABSTRAK

Penelitian dan pengembangan ini bertujuan untuk mengembangkan Media Pembelajaran *Game* Edukasi *CITY HOORAY* Berbasis *Android* berdasarkan kevalidan, kemenarikan, dan keefektifan media pembelajaran. Penelitian pengembangan ini menggunakan model ADDIE. Berdasarkan hasil validasi ahli media pembelajaran, ahli desain pembelajaran, ahli materi pembelajaran dan ahli bahasa memperoleh rata-rata persentase 82,47% dengan keterangan valid. Keefektifan *Game* Edukasi *CITY HOORAY* Berbasis *Android* diukur dari observasi aktivitas guru sebesar 90,47% dalam kategori sangat efektif, observasi aktivitas siswa sebesar 88,88% dalam kategori sangat efektif dan presentase ketuntasan klasikal sebesar 100% dalam kategori tuntas sehingga dapat disimpulkan media *Game* Edukasi *CITY HOORAY* Berbasis *Android* sangat efektif digunakan pada pembelajaran. Hasil kemenarikan diperoleh dari angket respon siswa terhadap media memperoleh persentase 85,41% dengan keterangan sangat menarik. Dan untuk keefektifan diperoleh dari tes hasil belajar memperoleh 100% dengan keterangan sangat efektif.

Kata kunci: Media Pembelajaran, *Game* Edukasi, materi panas dan perpindahannya.

ABSTRACT

This research and development aims to develop CITY HOORAY's Educational Game Learning Media Based on Android through validity, attractiveness, and effectiveness of learning media. This development research uses the ADDIE model. Based on the results of the validation of instructional media experts, learning design experts, learning material experts and linguists obtain an average percentage of 82.47% with valid information. The effectiveness of the CITY HOORAY Educational Game based on Android is measured from the observation of the teacher's activity at 90.47% in the very effective category, observation of the student activity at 88.88% in the highly effective category and the percentage of completeness of the classical by 100% in the complete category so that it can be concluded that the Educational Game media CITY HOORAY Android-based is very effective to use in learning process. The attractiveness results obtained from the student questionnaire responses to the media and got a percentage of 85.41% with very interesting information. The effectiveness obtained from the test's results of learning got 100% with very effective information.

Keywords: *Learning Media, Educational Games, heat material and its displacement.*