

Yogi Ade Chairudin. 2025. Pengembangan *Game* Edukasi Interaktif Berbasis *Unity* Pada Materi Struktur dan Fungsi Komputer Untuk Kelas X SMK Al-Asy'ari Bangkalan. Skripsi, Program Studi Pendidikan Informatika, Fakultas Keguruan dan Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing: Prita Dellia, S.Kom., M.Kom

ABSTRAK

Materi struktur dan fungsi komputer dalam pembelajaran Informatika memiliki karakter teknis yang cukup kompleks sehingga menyulitkan peserta didik dalam memahami konsep apabila hanya disampaikan melalui media konvensional seperti buku teks atau ceramah. Oleh karena itu, dibutuhkan media pembelajaran interaktif yang dapat menyajikan materi secara lebih menarik dan mudah dipahami. Penelitian ini bertujuan untuk mengembangkan *game* edukasi interaktif berbasis *Unity* pada materi struktur dan fungsi komputer untuk peserta didik kelas X SMK Al-Asy'ari Bangkalan. Penelitian ini menggunakan model pengembangan ADDIE (*Analysis, Design, Development, Implementation, dan Evaluation*). Teknik pengumpulan data dilakukan melalui observasi, wawancara, dan angket validasi dari ahli materi, ahli media, serta angket respons peserta didik. Hasil validasi menunjukkan bahwa *game* edukasi yang dikembangkan mendapat skor 88,6% dari ahli media dan 90% dari ahli materi, sehingga dikategorikan sangat layak. Uji coba pengguna terhadap peserta didik menunjukkan skor 83% pada uji pengguna, 93% pada uji kelompok kecil, dan 84% pada uji kelompok besar, yang seluruhnya tergolong dalam kategori layak hingga sangat layak. Berdasarkan hasil pengujian dapat disimpulkan bahwa *game* edukasi interaktif layak digunakan untuk kelas X SMK Al-Asy'ari Bangkalan.

Kata Kunci: informatika, *game* edukasi, *unity*, *ADDIE*

Yogi Ade Chairudin. 2025. Development of an Interactive Educational Game Based on Unity on the Topic of Computer Structure and Functions for Grade X at SMK Al-Asy'ari Bangkalan. Undergraduate Thesis, Informatics Education Study Program, Faculty of Teacher Training and Education, Trunojoyo University of Madura. Advisor: Prita Dellia, S.Kom., M.Kom.

ABSTRACK

The subject of computer structure and function in Informatics learning contains technically complex characteristics, making it difficult for students to understand concepts when delivered solely through conventional media such as textbooks or lectures. Therefore, an interactive learning medium is needed to present the material in a more engaging and easily understandable manner. This study aims to develop an interactive educational game based on Unity for the topic of computer structure and function for tenth-grade students at SMK Al-Asy'ari Bangkalan. The research employed the ADDIE development model (Analysis, Design, Development, Implementation, and Evaluation). Data collection techniques included observation, interviews, expert validation questionnaires (material and media experts), and student response questionnaires. The validation results showed that the developed educational game received a score of 88.6% from media experts and 90% from material experts, indicating it is highly feasible. User testing with students resulted in scores of 83% for individual trials, 93% for small group trials, and 84% for large group trials, all categorized as feasible to highly feasible. Based on these results, it can be concluded that the interactive educational game is appropriate for use in tenth-grade Informatics learning at SMK Al-Asy'ari Bangkalan.

Keywords: *informatics, educational game, Unity, ADDIE*