

Kholidah Zalfiyana. 2023. *Pengembangan Game Edukasi Berbasis IPA Terpadu Dengan Tema Pudak*. Skripsi. Program Studi Pendidikan IPA. Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura. Dosen Pembimbing Dwi Bagus Rendy Astid Putera.

ABSTRAK

Game edukasi berbasis IPA terpadu dengan tema Pudak merupakan sebuah inovasi pemanfaatan teknologi dan komunikasi (TIK) sebagai media pembelajaran IPA. *Game* edukasi yang mengaitkan pembelajaran IPA dengan kearifan lokal yaitu jajanan tradisional Pudak khas kota Gresik. Desain pengembangan yang digunakan adalah model pengembangan ADDIE (*Analyze, Design, Development, Implementation, dan, Evaluation*). Penelitian ini memiliki tujuan untuk mengetahui kelayakan, keterbacaan, dan respons siswa terhadap *Game* edukasi berbasis IPA terpadu dengan tema Pudak. Hasil penelitian menunjukkan bahwa: (1) *Game* edukasi berbasis IPA terpadu dengan tema Pudak layak digunakan sebagai media belajar dengan rata-rata hasil validasi pada aspek materi sebesar 78,82% dan rata-rata hasil validasi aspek media 92,16% dengan kategori sangat valid. (2) Nilai rata-rata hasil keterbacaan memiliki kategori sangat baik. (3) Nilai rata-rata hasil respons siswa memiliki kategori sangat menarik.

Kata kunci: *Game* edukasi, IPA terpadu, pudak.

Kholidah Zalfiyana. 2023. Development Educational Games Integrated science Based with Puduk Theme. Thesis. Science Education Study Program, Faculty of Education, Trunojoyo University, Madura. The advisor is Dwi Bagus Rendy Astid Putera.

ABSTRACT

An integrated IPA-based educational game with the theme Puduk is an innovation in the used of technology and communication (ICT) as a science learning medium. An educational game that links science learning with local wisdom was the traditional Puduk snacks typical of Gresik city. The development design uses was the ADDIE development model (Analyze, Design, Development, Implementation, and, Evaluation). This study aimed to determine the feasibility, readability, and response of students to an integrated science-based educational game with the theme Puduk. The results showed that: (1) An integrated IPA-based educational game with the Puduk theme is suitable to be used as a learning medium with an average validation result on the material aspect of 78.82% and an average media aspect validation result of 92.16% with a very valid category. (2) The average score of readability results has a very good category. (3) The average score of student response results has a very interesting category.

Keywords: Educational games, integrated science, puduk.