

Khairunnisa Nur Susanti.S. 2026. *Pengembangan Casual game Edukatif Berbasis Android Pada Materi Pengurutan di SMK*. Skripsi, Program Studi Pendidikan Informatika, Fakultas Keguruan dan Ilmu Pendidikan, Universitas Trunodjoyo Madura. Pembimbing: Evy Maya Stefany, S.Pd., M.Pd.

ABSTRAK

Penelitian ini bertujuan untuk mengembangkan media pembelajaran berupa *casual game* edukatif berbasis *Android* pada materi pengurutan untuk siswa kelas X SMK serta mengetahui tingkat kelayakan dan respon siswa terhadap media yang dikembangkan. Penelitian ini menggunakan metode *Research and Development* (R&D) dengan model pengembangan *ADDIE* yang meliputi tahap *Analysis, Design, Development, Implementation, dan Evaluation*. Media yang dikembangkan mengintegrasikan materi konsep pengurutan serta algoritma insertion sort, selection sort, dan bubble sort ke dalam permainan interaktif sehingga dapat mendukung pembelajaran yang lebih menarik, interaktif, dan memanfaatkan smartphone siswa secara optimal. Hasil penelitian menunjukkan bahwa *casual game* edukatif berbasis *android* berhasil dikembangkan dengan baik sebagai media pembelajaran. Hasil validasi ahli materi memperoleh persentase rata-rata sebesar 89,95% dan ahli media sebesar 87% dengan kategori sangat layak digunakan. Hasil uji coba kepada siswa menunjukkan respon yang sangat baik, yaitu uji coba perorangan memperoleh persentase sebesar 80% dengan kategori baik, uji coba kelompok kecil sebesar 87% dengan kategori sangat baik, dan uji coba kelompok besar sebesar 88% dengan kategori sangat baik. Berdasarkan hasil tersebut, media *casual game* edukatif berbasis *Android* pada materi pengurutan dinyatakan layak digunakan sebagai media pembelajaran dan dapat membantu meningkatkan ketertarikan serta pemahaman siswa terhadap materi pengurutan.

Kata Kunci: *Casual game* edukatif, media pembelajaran, *Android*

Khairunnisa Nur Susanti.S. 2026. *Development of an Android-Based Educational Casual Game on Sequencing Material in Vocational Schools*. Thesis, Informatics Education Study Program, Faculty of Teacher Training and Education, Trunodjoyo University, Madura. Advisor: Evy Maya Stefany, S.Pd., M.Pd.

ABSTRACT

This study aims to develop learning media in the form of an Android-based educational casual game on sorting material for grade X SMK students and to determine the level of feasibility and student response to the developed media. This study uses the Research and Development (R&D) method with the ADDIE development model which includes the stages of Analysis, Design, Development, Implementation, and Evaluation. The developed media integrates the concept of sorting material and the insertion sort, selection sort, and bubble sort algorithms into an interactive game so that it can support more interesting, interactive learning and utilize students' smartphones optimally. The results of the study indicate that the Android-based educational casual game was successfully developed well as a learning medium. The validation results from material experts obtained an average percentage of 89.95% and media experts 87% with the category of very suitable for use. The results of the student trials showed a very positive response, with 80% of the individual trials achieving a good rating, 87% of the small group trials achieving a very good rating, and 88% of the large group trials achieving a very good rating. Based on these results, the Android-based casual educational game for sequencing is considered suitable for use as a learning medium and can help increase student interest and understanding of the sequencing material.

Keywords: *Casual educational game, learning media, Android*