

Muzayyanatul Hikmah. 2026. *Pengembangan Media Pembelajaran Game Edukasi Visual Novel Berbasis Android Pada Mata Pelajaran Matematika Di SMP Negeri 1 Arosbaya*. Skripsi, Program Studi Pendidikan Informatika, Fakultas Keguruan dan Ilmu Pendidikan, Universitas Trunodjoyo Madura. Pembimbing: Nuru Aini, S.Kom., M.Kom.

## ABSTRAK

Penelitian ini bertujuan untuk mengembangkan media pembelajaran berbasis game edukasi pada materi Persamaan Linear Satu Variabel (PLSV) dan Pertidaksamaan Linear Satu Variabel (PtLSV) untuk siswa kelas VIII SMP serta mengetahui tingkat kelayakan dan respons siswa terhadap media yang dikembangkan. Penelitian ini menggunakan metode pengembangan *Multimedia Development Life Cycle* (MDLC) yang meliputi tahap *concept, design, material collecting, assembly, testing, dan distribution*. Media dirancang dalam bentuk permainan interaktif yang memuat konsep PLSV dan PtLSV serta penyelesaian soal kontekstual guna meningkatkan minat dan pemahaman siswa. Hasil validasi menunjukkan bahwa media memperoleh persentase sebesar 85,00% dari ahli materi dan 84,44% dari ahli media dengan kategori sangat layak. Uji coba kepada siswa dilakukan melalui tiga tahap, yaitu uji coba perorangan (3 siswa) dengan persentase 81,33%, uji coba kelompok kecil (9 siswa) sebesar 83,56%, dan uji coba kelompok besar (20 siswa) sebesar 86,00% dengan kategori sangat layak. Berdasarkan hasil tersebut, media yang dikembangkan dinyatakan sangat layak digunakan sebagai alternatif media pembelajaran pada materi PLSV dan PtLSV.

**Kata Kunci:** *Game Visual Novel, PLSV & PtLSV, Media Pembelajaran, MDLC*

Muzayyanatul Hikmah. 2026. *Development of Android-Based Visual Novel Educational Game Learning Media for Mathematics Subjects at SMP Negeri 1 Arosbaya*. Thesis, Informatics Education Study Program, Faculty of Teacher Training and Education, Trunodjoyo University, Madura. Advisor Nuru Aini, S.Kom., M.Kom.

### **ABSTRACT**

*This study aimed to develop an educational game-based learning media on the topic of Linear Equations in One Variable (PLSV) and Linear Inequalities in One Variable (PtLSV) for eighth-grade junior high school students and to determine its feasibility and students' responses to the developed media. The study employed the Multimedia Development Life Cycle (MDLC) method, which consists of the stages of concept, design, material collecting, assembly, testing, and distribution. The media was designed as an interactive game integrating PLSV and PtLSV concepts with contextual problem-solving activities to enhance students' interest and understanding. The validation results indicated that the media obtained a score of 85.00% from the material expert and 84.44% from the media expert, both categorized as highly feasible. The field testing was conducted in three stages: individual testing (3 students) with a percentage of 81,33%, small group testing (9 students) with 83,56%, and large group testing (20 students) with 86.00%, all categorized as highly feasible. Based on these results, the developed media is considered highly feasible to be used as an alternative learning medium for the topics of Linear Equations in One Variable (PLSV) and Linear Inequalities in One Variable (PtLSV).*

**Keywords:** *Visual novel game, PLSV & PtLSV, learning media, MDLC*