

Ismael. 2026 Pengembangan Media Pembelajaran Berbasis *Game* Edukasi Pada Mata Pelajaran Komputer Dan Jaringan Dasar Di SMK. Skripsi, Program Studi Pendidikan Informatika, Fakultas Keguruan dan Ilmu Pendidikan, Universitas Trunodjoyo Madura. Pembimbing: Muchamad Arif, S.Pd., M.Pd.

ABSTRAK

Penelitian ini bertujuan untuk mengembangkan media pembelajaran berbasis game edukasi pada mata pelajaran Komputer dan Jaringan Dasar di SMKN 1 Kamal 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 terdiri atas tahap Analysis, Design, Development, Implementation, dan Evaluation. Produk yang dihasilkan berupa aplikasi game edukasi berbasis Android yang memuat materi jaringan dasar, latihan soal, dan sistem permainan yang interaktif. Subjek penelitian terdiri dari ahli materi, ahli media, dan siswa kelas X Teknik Komputer dan Jaringan (TKJ) SMKN 1 Kamal. Teknik pengumpulan data dilakukan melalui wawancara, observasi, dan angket. Data dianalisis menggunakan teknik analisis deskriptif kuantitatif dan kualitatif. Hasil penelitian menunjukkan bahwa media pembelajaran berbasis game edukasi yang dikembangkan memperoleh kategori sangat layak berdasarkan penilaian ahli materi dan ahli media. Selain itu, respon siswa terhadap penggunaan media pembelajaran menunjukkan kategori sangat baik. Dengan demikian, media pembelajaran berbasis game edukasi yang dikembangkan layak digunakan sebagai media pembelajaran untuk membantu meningkatkan motivasi dan pemahaman siswa pada mata pelajaran Komputer dan Jaringan Dasar.

Kata Kunci: Game Edukasi, Media Pembelajaran, Komputer dan Jaringan Dasar, Android, ADDIE.

Ismael. 2026. *Development of Educational Game-Based Learning Media for the Computer and Basic Networking Subject at SMKN 1 Kamal. Undergraduate Thesis, Informatics Education Study Program, Faculty of Teacher Training and Education, Trunodjoyo University of Madura. Supervisor: Muchamad Arif, S.Pd., M.Pd.*

ABSTRACT

This study aims to develop an educational game-based learning media for the Computer and Basic Networking subject at SMKN 1 Kamal and to determine its feasibility and students' responses toward the developed media. This research employed the Research and Development (R&D) method using the ADDIE development model, which consists of Analysis, Design, Development, Implementation, and Evaluation stages. The product developed was an Android-based educational game application containing basic networking materials, practice questions, and interactive gameplay features. The research subjects included material experts, media experts, and tenth-grade students of the Computer and Network Engineering program at SMKN 1 Kamal. Data were collected through interviews, observations, and questionnaires. The data were analyzed using descriptive quantitative and qualitative techniques. The results indicated that the educational game-based learning media achieved a “very feasible” category based on evaluations from material and media experts. Furthermore, students' responses to the learning media were categorized as very good. Therefore, the developed educational game-based learning media is considered suitable for use as a learning tool to enhance students' motivation and understanding in the Computer and Basic Networking subject.

Keywords: *Educational Game, Learning Media, Computer and Basic Networking, Android, ADDIE Model.*