

Raja Gafira Wirdana Zain. 2026. *Pengembangan Game Edukasi “Kombat: The Adventure” Berbasis Android Pada Materi Sistem Komputer Di SMAN 2 Bangkalan*. Skripsi, Program Studi Pendidikan Informatika, Fakultas Keguruan dan Ilmu Pendidikan, Universitas Trunodjoyo Madura. Dosen Pembimbing: Dr. Wanda Ramansyah, S.Pd., M.Pd.

ABSTRAK

Penelitian ini bertujuan untuk mengembangkan media pembelajaran berupa *Game Edukasi “Kombat: The Adventure”* berbasis *Android* pada materi Sistem Komputer di SMAN 2 Bangkalan, serta mengetahui tingkat kelayakan dan respon peserta didik terhadap media yang dikembangkan. Penelitian menggunakan metode *Research and Development (R&D)* dengan model *ADDIE* yang meliputi tahap *Analysis, Design, Development, Implementation, dan Evaluation*. Produk dikembangkan menggunakan *Unity 3D* dan divalidasi oleh ahli materi serta ahli media. Hasil validasi menunjukkan persentase kelayakan sebesar 90% dari ahli materi dan 91% dari ahli media yang termasuk kategori sangat layak. Uji coba dilakukan kepada peserta didik kelas X SMAN 2 Bangkalan melalui uji perorangan, kelompok kecil, dan kelompok besar. Hasil respon peserta didik memperoleh persentase sebesar 92% pada uji perorangan, 88% pada uji kelompok kecil, dan 89% pada uji kelompok besar dengan kategori sangat praktis. Hasil penelitian menunjukkan bahwa *Game Edukasi “Kombat: The Adventure”* layak dan praktis digunakan sebagai media pembelajaran untuk membantu peserta didik memahami materi sistem komputer secara lebih menarik, interaktif, dan menyenangkan.

Kata Kunci: *Game Edukasi, Android, Sistem Komputer, Media Pembelajaran, ADDIE.*

Raja Gafira Wirdana Zain. 2026. *Development of the Android-Based Educational Game “Kombat: The Adventure” for Computer Systems Learning at SMAN 2 Bangkalan. Thesis, Informatics Education Study Program, Faculty of Teacher Training and Education, Universitas Trunojoyo Madura. Supervisor: Dr. Wanda Ramansyah, S.Pd., M.Pd.*

ABSTRACT

This study aims to develop an Android-based educational game, “Kombat: The Adventure,” for Computer Systems learning materials at SMAN 2 Bangkalan and to determine its feasibility and students’ responses toward the developed media. The study employed the Research and Development (R&D) method using the ADDIE model, consisting of Analysis, Design, Development, Implementation, and Evaluation stages. The product was developed using Unity 3D and validated by material and media experts. The validation results showed feasibility scores of 90% from the material expert and 91% from the media expert, both categorized as highly feasible. The product was tested on tenth-grade students through individual, small-group, and large-group trials. The students’ response scores reached 92% in individual trials, 88% in small-group trials, and 89% in large-group trials, all categorized as highly practical. The findings indicate that “Kombat: The Adventure” is feasible and practical as a learning medium to help students understand computer system materials in a more engaging, interactive, and enjoyable way.

Keywords: *Educational Game, Android, Computer Systems, Learning Media, ADDIE Model.*