

Imanul Arfi Nugroho. 2024. *Pengembangan Game Edukasi Berbasis Android Sebagai Media Pembelajaran Materi Suhu Kelas XI*. Skripsi, Program Studi Pendidikan Informatika, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura. Pemimbing : Dr. Sigit Dwi Saputro, S.Pd., M.Pd.

### ABSTRAK

Pembelajaran fisika yang rumit dan banyak perhitungan membuat siswa sulit memahami materi. Maka dibutuhkan inovasi baru dalam pembelajaran seperti media *game* edukasi. Penelitian ini bertujuan untuk mengembangkan media pembelajaran *game* edukasi berbasis *android* pada materi suhu yang layak untuk digunakan sebagai penunjang dalam belajar siswa kelas XI IPA di SMAN 1 Menganti. Penelitian ini menggunakan model penelitian ADDIE dengan beberapa tahapan diantaranya *Analysis* (Analisis), *Design* (perancangan), *Development* (pengembangan), *Implementation* (implementasi), *Evaluation* (evaluasi). Penelitian ini menghasilkan sebuah media *game* edukasi berbasis *android* dengan perolehan penilaian dari ahli materi 92% kriteria sangat valid, ahli media 92% kriteria sangat valid, dan ahli konstruk 92% kriteria sangat valid. Hasil penelitian respon siswa mengenai game edukasi adalah dari hasil ujicoba perorangan dihasilkan persentase 90,4%. Hasil uji coba pada kelompok kecil dihasilkan persentase sebesar 90,4%. Hasil uji coba kelompok besar didapatkan persentase sebesar 90,3% semuanya dengan kriteria sangat layak. Sehingga game edukasi berbasis android pada materi suhu layak digunakan sebagai media pembelajaran.

**Kata kunci:** media pembelajaran, *game*, ADDIE

Imanul Arfi Nugroho. 2024. *Development of Android-Based Educational Games as Learning Media for Class XI Temperature Material*. Thesis, Informatics Education Study Program, Faculty of Education, Trunojoyo Madura University. Supervisor: M Dr. Sigit Dwi Saputro, S.Pd., M.Pd.

## **ABSTRACT**

*Physics learning is complicated and many calculations make it difficult for students to understand the material. So new innovations are needed in learning such as educational game media. This study aims to develop an android-based educational game learning media on temperature material that is feasible to use as a support in learning XI science class students at SMAN 1 Menganti. This research uses the ADDIE research model with several stages including Analysis, Design, Development, Implementation, Evaluation. This study produced an android-based educational game media with the acquisition of an assessment from material experts 92% very valid criteria, media experts 92% very valid criteria, and construct experts 92% very valid criteria. The results of student response research on educational games are from the results of individual trials produced a percentage of 90.4%. For the results of the small group trial, a percentage of 90.4% was generated. And for the results of the large group trial, a percentage of 90.3% was obtained, all with very feasible criteria. So that android-based educational games on temperature material are suitable for use as learning media.*

**Keywords:** *learning media, game, ADDIE*