

Stalifa Ayu Sindidu. 2026. *Pengembangan Game Edukasi "NUSARA" untuk Mengenalkan Cerita Rakyat Jawa Timur di SDN Kranggan 4 Mojokerto*. Skripsi, Program Studi Pendidikan Informatika, Fakultas Keguruan dan Ilmu Pendidikan, Universitas Trunodjoyo Madura. Pembimbing: Ana Tsalitsatun Ni'mah, S.Kom., M.Kom.

ABSTRAK

Cerita rakyat Jawa Timur merupakan bagian dari budaya lokal yang perlu dikenalkan kepada peserta didik sejak dini. Namun, pembelajaran yang masih didominasi metode konvensional sering membuat siswa kurang tertarik dalam mempelajari materi tersebut. Untuk mengatasi permasalahan tersebut, dikembangkan *game* edukasi berbasis *mobile* NUSARA (Nusantara, Sastra, Rakyat) menggunakan metode *Multimedia Development Life Cycle* (MDLC) dan Unity 3D. Game ini dilengkapi materi cerita rakyat, permainan edukatif, dan kuis interaktif yang dapat diakses melalui perangkat Android. Hasil validasi menunjukkan tingkat kelayakan sebesar 84,09% dari ahli media dan 92.69% dari ahli materi dengan kategori sangat layak. Sementara itu, hasil uji coba pengguna memperoleh persentase 92.20% pada uji perorangan, 91.48% pada uji kelompok kecil, dan 91.04% pada uji kelompok besar. Hasil tersebut menunjukkan bahwa game layak digunakan sebagai media pembelajaran interaktif untuk mengenalkan cerita rakyat Jawa Timur serta meningkatkan minat belajar siswa.

Kata Kunci : Game edukasi, Cerita Rakyat, MDLC, Android

Stalifa Ayu Sindidu. 2026. Development of Educational Game "NUSARA" to Introduce East Javanese Folktales at SDN Kranggan 4 Mojokerto. Thesis, Informatics Education Study Program, Faculty of Teacher Training and Education, Trunodjoyo University Madura. Supervisor: Ana Tsalitsatun Ni'mah, S.Kom., M.Kom.

ABSTRACT

East Javanese folktales represent an important part of local cultural heritage that should be introduced to students from an early age. However, the use of conventional teaching methods often reduces students' interest in learning folklore materials. To address this issue, a mobile-based educational game called NUSARA (Nusantara, Sastra, Rakyat) was developed using the Multimedia Development Life Cycle (MDLC) model and the Unity 3D platform. The application provides folktale learning materials, educational gameplay, and interactive quizzes that can be accessed through Android devices. Product feasibility was evaluated through media expert validation, material expert validation, and user testing. The evaluation results showed a feasibility score of 84.09% from media experts and 92.69% from material experts, both categorized as very feasible. User testing produced scores of 92.20% in individual trials, 91.48% in small-group trials, and 91.04% in large-group trials. These findings indicate that the NUSARA educational game is appropriate for use as an interactive learning medium to support the introduction of East Javanese folktales and encourage students' interest in learning.

Keywords: *Educational Game, Folktales, MDLC, Android.*