

HALAMAN PERNYATAAN KEASLIAN

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ABSTRACT

This research was motivated by the limited variety of learning media available, as well as the low level of active participation and rapid boredom of tenth-grade students of SMKS Al-Hikam Bangkalan in Graphic Design theory lessons. This study aimed to develop a learning medium in the form of an educational puzzle game, determine its feasibility, and assess student responses to the product. The research method used was Research and Development (R&D) with the ADDIE (Analysis, Design, Development, Implementation, Evaluation) development model. The game product was developed using Unity, Visual Studio, and Canva software. The trial subjects included subject matter experts, media experts, and tenth-grade students majoring in Graphic Design. Data were collected through interviews and a Likert-scale questionnaire, then analyzed descriptively using qualitative and quantitative methods. The results showed that this educational game was very good and feasible to use. Based on quantitative testing, the feasibility level from the material experts was 95% (Very Feasible), and the feasibility level from the media experts was 75%. Meanwhile, student responses showed results of 75% in individual trials (Good), 78% in small group trials (Good), and 71% in large group trials (Good). Based on these results, this puzzle educational game media is declared feasible and effective as a support for the Graphic Design learning process.

Keywords: ADDIE, Educational Game, Puzzle, Graphic Design