

Rudi. 2018. *Pengembangan Permainan Edukasi Berbasis Android Menggunakan Construct 2 Untuk Melatih Kecerdasan Visual Spasial*. Skripsi, Program Studi Pendidikan IPA, Fakultas Ilmu Pendidikan Alam, Universitas Trunojoyo Madura. Pembimbing (I) Yunin Hidayati (II) Ana Yuniasti Retno Wulandari

ABSTRAK

Penelitian ini bertujuan untuk mengetahui kelayakan permainan edukasi berbasis *android* menggunakan *construct 2* untuk melatih kecerdasan visual spasial. Penelitian menggunakan model pengembangan Hannafin & Peck dan dilaksanakan di kelas VII-A UPTD SMP Negeri 6 Bangkalan. Desain penelitian menggunakan model *one shoot case study*. Pengumpulan data menggunakan tes untuk mengetahui kelayakan media, respon siswa, dan kecerdasan visual spasial siswa. Analisis data meliputi analisis kelayakan media, angket respon siswa, dan tes kecerdasan visual spasial. Berdasarkan hasil penelitian disimpulkan bahwa, (1) Permainan edukasi berbasis *android* menggunakan *construct 2* layak digunakan sebagai media pembelajaran untuk melatih kecerdasan visual spasial dengan rata – rata persentase kelayakan media sebesar 86%, kelayakan materi sebesar 91%, dan kelayakan tes visual spasial sebesar 93% yang termasuk kateogori sangat baik (2) Respon siswa terhadap permainan edukasi berbasis *android* menggunakan *construct 2* sebesar 80% dan termasuk kateogori sangat baik (3) Kecerdasan visual spasial siswa setelah menggunakan permainan edukasi berbasis *android* menggunakan *construct 2* sebesar 54% dan termasuk kategori baik.

Kata kunci : *construct 2*, kecerdasan visual spasial, permainan edukasi

Rudi. 2018. *Development Education Game Based on Android Using Construct 2 To Train Spatial Visual Intelligence*. Thesis, Natural Science Education Study Program, Education Faculty, University of Trunojoyo Madura. Advisor (I) Yunin Hidayati, S.Si., M.Si. (II) Ana Yuniasti Retno Wulandari, S.Pd., M.Pd.

ABSTRACT

This research was aim to determined the feasibility of education game based on android using construct 2 to train spatial visual intelligence. Research used development model by Hannafin & Peck and implemented in VII-A classroom of UPTD SMP Negeri 6 Bangkalan. Design of research used one shoot case study model. Data collection used test to find out media feasibility, students response, and student's spatial visual intelligence. Data analysis included media feasibility analysis, questionnaire students response, and spatial visual intelligence test. Based on research result concluded that, (1) Education game based android using construct 2 worthy of being used as a learning medium to train spatial visual intelligence with average percentage of media feasibility amount 86%, material feasibility amount 91%, and spasial visual test feasibility amount 93% which is a very good category (2) Students responded to eduacion game based android using construct 2 amount 80% and which is a very good category (3) Student's spatial visual intellegence after using eduacion game based android using construct 2 is amount 54% and which is a good category.

Keywords : *construct 2, spatial visual intellegence, education game*

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