

ABSTRAK

Guruh, S, W. 2018. *Pengembangan game edukasi 2 dimensi untuk materi periferan komputer pada SMK Kls X di SMK PGRI 1 Bangkalan.* Skripsi, pendidikan informatika, Universitas Trunojoyo Madura.

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Kata Kunci : Media Pembelajaran, Game Edukasi, Android, periferan komputer.

Materi periferan komputer merupakan materi yang membahas tentang pengenalan dan cara kerja periferan komputer secara merinci mulai dari cara awal penggunaan dan perawatan agar komponen yang di pakai awet dan tidak cepat rusak , di dalam materi periferan komputer siswa di tuntut memiliki kemampuan berfikir secara kreatif saat penggunaan dan perawatan periferan komputer.

Penelitian ini bertujuan mengembangkan media pembelajaran tentang periferan komputer berupa game edukasi berbasis android untuk membantu siswa memahami materi.

Penelitian ini menggunakan metode penelitian pengembangan dengan mengikuti model pengembangan ADDIE (*Analysis, Design, Development, Implementation, Evaluation*). Dalam penelitian ini dilakukan 4 tahap uji coba untuk memperoleh nilai efektivitas, efisiensi, dan daya tarik produk. Pertama uji coba ahli isi/materi, kedua uji coba ahli rancangan media, ketiga uji coba perorangan, ke empat uji coba kelompok besar.

Hasil penelitian menunjukkan bahwa nilai yang diperoleh game edukasi dari: 1) Ahli Materi mendapatkan nilai 80 % dengan kualifikasi “sangat tinggi”, 2) Ahli Rancangan Media diperoleh nilai 86,67 % dengan kualifikasi “sangat tinggi”, 3) uji coba siswa perorangan diperoleh nilai 90,7 % dengan kualifikasi “sangat tinggi”, 4) uji coba siswa kelompok besar diperoleh nilai 88 % dengan kualifikasi “tinggi”. Dengan demikian game edukasi yang dikembangkan ini memiliki nilai efektivitas, efisiensi, dan daya tarik yang tinggi sebagai media pembelajaran periferan komputer.

ABSTRACT

Guruh, S, W. 2018. The development of game education material for 2 dimensional computer peripherals at vocational high School (SMK) class X in *SMK PGRI 1 Bangkalan*. Thesis, educational Informatics, Trunojoyo University, Madura.

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Keywords: Media learning, Educational Games, Android, computer peripherals.

Computer peripheral material is a material that discusses the introduction and workings of computer peripherals in detail starting from the initial way of use and maintenance for components which use durable and not quickly damaged, in computer peripheral material students demanded to have the ability to think creatively when the use and maintenance of computer peripherals.

This research is aimed to develop of learning media about computer peripherals form the educational games based on android to help students understand the material.

This research uses development method of research by following ADDIE development model (Analysis, Design, Development, Implementation, Evaluation). This research, there are 4 stages of testing to obtain the value of effectiveness, efficiency, and product appeal. First trial of content / materials expert, second media expert test, three individual trials, to four large group trials.

The results show the value of educational games that are obtained from: 1) Material Experts acquire the value of 80% with the qualification "very high", 2) Media Design Experts retrieved the value of 86.67% with the qualification "very high", 3) test individual students retrieved value of 90.7% with the qualification "very high", 4) trials of large groups of students obtained a value of 88% with the qualification of "high". Thus the game has developed educational value of effectiveness, efficiency, and high attractiveness as a medium of instruction, computer peripherals.