

Imam Rosadi, 2021. Pengembangan Media Pembelajaran *Game* Tebak Gambar Berbasis *Android* Pada Materi Tata Surya. Skripsi, Program Studi Pendidikan Ilmu Pengetahuan Alam, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing : Nur Qomaria, S.Pd., M.Pd.

ABSTRAK

Penelitian ini bertujuan untuk mengetahui kelayakan dan respons siswa terhadap media pembelajaran *game* “Tebar Taya” berbasis *android*. Model pengembangan yang digunakan adalah model pengembangan *Waterfall* yang terdiri dari lima tahapan yaitu *requirements*, *design*, *Implementation*, *Verification* dan *Maintenance*. Subjek penelitian ini adalah siswa kelas VII A SMPN 1 Kokop dengan jumlah 27 orang. Hasil persentase kelayakan *game* “Tebar Taya” adalah sebesar 93,93% dengan kategori sangat valid dan nilai reliabilitas sebesar 94,90% dengan kategori sangat reliabel. Hasil rata-rata angket respons siswa terhadap *game* “Tebar Taya” adalah sebesar 89,74% dengan kategori sangat baik. Berdasarkan hasil tersebut dapat diketahui bahwa *game* “Tebar Taya” sangat layak digunakan sebagai media pembelajaran.

Kata Kunci: *Android*, *Game* Tebak Gambar, Media Pembelajaran, Tata Surya.

Imam Rosadi, 2021. Development of Android-Based Picture Guessing Game Learning Media on Solar System Material. Thesis, Natural Science Education Study Program, Faculty of Education, University of Trunojoyo Madura. Advisor : Nur Qomaria, S.Pd., M.Pd.

ABSTRACT

This study aims to determine the feasibility and responses of students to the learning media of Android-based guessing games "Tebar Taya". The development model used is the Waterfall development model which consists of five stages, namely requirements, design, implementation, verification and maintenance. The subjects of this study were students of class VII A of SMPN 1 Kokop with a total of 27 people. The result of the percentage of eligibility for the game "Tebar Taya" is 93.93% with a very valid category and a reliability value of 94,90% with a very reliable category. The average result of the student response questionnaire to the game "Tebar Taya" is 89.74% in the very good category. Based on these results, it can be seen that the game "Tebar Taya" is very suitable to be used as a learning medium.

Keywords: Android, Guess the Picture Game, Learning Media, Solar System