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ABSTRAK

Penelitian dan pengembangan ini bertujuan untuk mengembangkan Multimedia *Game* Edukasi Jelajah Indonesia Berbasis *Android* berdasarkan kevalidan, kemenarikan, dan keefektifan media pembelajaran. Penelitian pengembangan ini menggunakan model ADDIE. Berdasarkan hasil validasi ahli materi, ahli media, ahli desain pembelajaran, dan ahli bahasa memperoleh rata-rata persentase 90,30% (sangat valid). Hasil kemenarikan diperoleh dari angket respon siswa pada uji coba perorangan memperoleh persentase sebesar 91,66% (sangat menarik) dan pada uji coba kelompok kecil dengan jumlah 6 siswa yaitu sebesar 95% (sangat menarik). Pada uji coba lapangan dengan jumlah 28 siswa yaitu sebesar 94,91%. Keefektifan diperoleh dari observasi aktivitas guru pada uji coba perorangan sebesar 92,85% (sangat efektif), persentase observasi aktivitas siswa pada uji coba perorangan 92,85% (sangat efektif), dan persentase hasil belajar siswa pada uji coba perorangan diperoleh rata-rata persentase ketuntasan belajar klasikal sebesar 100% dengan kategori tuntas. Persentase observasi aktivitas guru pada uji coba kelompok kecil 95,71% (sangat efektif), persentase observasi aktivitas siswa pada uji coba kelompok kecil 93,80% dan persentase hasil belajar siswa pada uji coba kelompok kecil diperoleh rata-rata persentase ketuntasan belajar klasikal sebesar 100% dengan kategori tuntas. Persentase aktivitas guru pada uji coba lapangan 97,14% (sangat efektif), persentase aktivitas siswa pada uji coba lapangan 93,92% (sangat efektif). Persentase hasil belajar siswa pada uji coba lapangan 96,42% dengan kategori tuntas. Berdasarkan hasil penelitian maka multimedia *game* edukasi jelajah indonesia sangat valid, sangat menarik dan sangat efektif untuk digunakan.

Kata kunci: Multimedia, *Game* Edukasi, dan Tema 7 Subtema 2

Firsta,Ramadhanti.2021. 170611100029. *Multimedia Development of Educational Games Exploring Indonesia Based on Android on Theme 7 Sub-theme 2 Class V. Primary School Teacher Education Study Program, Faculty Of Education, Trunojoyo Madura University*, Supervisor: Fachrur Rozie, S.Pd.,M.Pd

ABSTRACT

This research and development aims to develop an Android-Based Educational Multimedia Game for Exploring Indonesia based on the validity, attractiveness, and effectiveness of learning media. This development research uses the ADDIE model. Based on the results of the validation of material experts, media experts, learning design experts, and linguists, the average percentage was 90.30% (very valid). The attractiveness results obtained from the student response questionnaire in the individual trial obtained a percentage of 91.66% (very interesting) and in the small group trial with a total of 6 students, it was 95% (very interesting). The effectiveness was obtained from the observation of teacher activity in individual trials of 92.85% (very effective), the percentage of observation of student activities in the program trial was 92.85% (very effective), and the percentage of student learning outcomes in individual trials obtained an average of the percentage of classical learning completeness is 100% with the complete category. The percentage of teacher activity observations in the small group trial was 95.71% (very effective), the percentage of student activity observations in the small group trial was 93.80% and the percentage of student learning outcomes in the small group trial obtained an average percentage of classical learning completeness of 100% with complete category. The percentage of teacher activity in the field trial was 97,14% (very effective), the precentagee of student activity in the field trial was 93,92% (very effective). Precentage of learning outcomes in field trials 96,42% with categories complete. Based on the results of the research, the Indonesian roaming educational multimedia game is very valid, very interesting and very effective to use.

Keywords: *Multimedia, Educational Game, and Theme 7 Sub-theme 2*