

Ayu Pratiwi. 2026. *Pengembangan Game Edukasi Labirin Berbasis Android Pada Materi Jaringan komputer dan internet bagi Siswa SMP*. Skripsi, Program Penelitian Pendidikan Informatika, Fakultas Keguruan dan Ilmu Pendidikan, Universitas Trunodjoyo Madura. Pembimbing: Luluk Mauli Diana, S.Si., M.Pd.

ABSTRAK

Abstrak: Perkembangan teknologi informasi dan komunikasi serta penerapan Kurikulum Merdeka mendorong penggunaan media pembelajaran digital yang interaktif dan berpusat pada siswa. Akan tetapi, pemanfaatan media pembelajaran digital pada mata pelajaran informatika di SMPN 1 Bangkalan masih terbatas. Pembelajaran masih didominasi buku ajar dan presentasi *PowerPoint*, belum tersedia media pembelajaran berbasis *game* serta kegiatan praktik belum optimal akibat keterbatasan fasilitas laboratorium dan jaringan internet sehingga siswa mengalami kesulitan memahami materi jaringan komputer dan internet. Penelitian ini bertujuan mengembangkan *game* edukasi labirin berbasis Android pada materi jaringan komputer dan internet bagi siswa SMP, mengetahui tingkat kelayakan media serta respon siswa terhadap penggunaannya. Penelitian ini menggunakan metode *Research and Development* (R&D) dengan model ADDIE. Subjek penelitian terdiri atas 2 ahli materi, 1 ahli soal pilihan ganda, 2 ahli media dan 31 siswa kelas VII SMPN 1 Bangkalan. Data dikumpulkan melalui wawancara, angket validasi ahli dan angket respon siswa, kemudian dianalisis secara kuantitatif dan kualitatif. Hasil penelitian menunjukkan bahwa *game* edukasi berhasil dikembangkan menggunakan Unity, berada pada kategori sangat layak dan memperoleh respon siswa dengan kategori baik hingga sangat baik. Berdasarkan hasil tersebut, *game* edukasi labirin berbasis Android layak digunakan sebagai media pembelajaran pada materi jaringan komputer dan internet bagi siswa SMP.

Kata-kata kunci: *game* edukasi, labirin, Android, jaringan komputer dan internet, media pembelajaran.

Ayu Pratiwi. 2026. *Development of an Android-Based Maze Educational Game on Computer Networks and the Internet for Junior High School Students*. Thesis, Informatics Education Study Program, Faculty of Teacher Training and Education, Trunodjoyo University, Madura. Supervisor: Luluk Mauli Diana, S.Si., M.Pd.

ABSTRACT

Abstract: The development of information and communication technology and the implementation of the Merdeka Curriculum have encouraged the use of interactive, student-centered digital learning media. However, the use of digital learning media for computer science lessons at SMPN 1 Bangkalan is still limited. Learning is still dominated by textbooks and PowerPoint presentations, there are no game-based learning media available, and practical activities are not optimal due to limited laboratory facilities and internet access, making it difficult for students to understand computer networks and internet material. This study aims to develop an Android-based educational maze game on computer networks and internet material for junior high school students, and to find out the feasibility of the media as well as students' responses to its use. This research uses the Research and Development (R&D) method with the ADDIE model. The research subjects consisted of 2 content experts, 1 multiple-choice question expert, 2 media experts, and 31 seventh-grade students from SMPN 1 Bangkalan. Data were collected through interviews, expert validation questionnaires, and student response questionnaires, then analyzed both quantitatively and qualitatively. The results showed that the educational game was successfully developed using Unity, was in the very feasible category, and received student responses ranging from good to very good. Based on these results, the Android-based educational maze game is suitable to be used as a learning medium for computer networks and internet material for junior high school students.

Keywords: *educational game, maze, Android, computer networks and the internet, learning media.*