

Adlsyah Yudha Perwira. 2021. *Pengembangan Game Tower of Eniac pada Materi Organisasi dan Arsitektur Komputer di SMKN 3 Bangkalan*. Skripsi, Program Studi Pendidikan Informatika, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing: Muhamad Afif Effindi.

ABSTRAK

Tujuan penelitian pengembangan ini adalah untuk mengembangkan *game* edukasi Tower of Eniac sebagai media pembelajaran interaktif yang telah dilaksanakan sesuai dengan prosedur penelitian berdasarkan pengujian efektifitas, efisiensi, dan daya tarik. Penelitian ini menggunakan metode penelitian pengembangan dengan model pengembangan ADDIE (*Analisis, Design, Development, Implementation, Evaluation*). Berdasarkan hasil validasi para ahli didapatkan hasil persentase sebagai berikut: Ahli materi sebesar 91% dengan kualifikasi “sangat tinggi”, ahli media sebesar 75% dengan kualifikasi “tinggi”, dan ahli bahasa sebesar 85% dengan kualifikasi “tinggi”. Sedangkan hasil uji coba sasaran didapatkan hasil persentase sebagai berikut: uji coba perorangan sebesar 95% dengan kualifikasi “sangat baik” dan uji coba kelompok kecil sebesar 95% dengan kualifikasi “sangat baik”. Dengan demikian *game* edukasi Tower of Eniac yang dikembangkan memiliki nilai efektifitas, efisiensi, dan daya tarik yang tinggi sehingga layak digunakan sebagai media pembelajaran Sistem Komputer.

Kata kunci: media pembelajaran, *game* edukasi, *android*, organisasi dan arsitektur komputer, *ADDIE*

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ABSTRACT

The purpose of this development research is to develop an educational game, Tower of Eniac as a medium of interactive learning which has been carried out in accordance with the procedures of research by testing the effectiveness, efficiency, and attractiveness. This study uses a development research method with a development model ADDIE (Analysis, Design, Development, Implementation, Evaluation). Based on the experts' validation results, the percentage results are as follows: Material experts are 91% with "very high" qualification, the media experts are 75% with "high" qualification, and linguists are 85% with "high" qualification. While the percentage results of the target trial are as follows: individual trials get 95% with "very good" qualification and 95% for small group trials with "very good" qualification. Therefore, the educational game Tower of Eniac which is developed has a high value of effectiveness, efficiency, and attractiveness thus it is suitable to be used as learning media of computer system.

Keywords: *learning media, educational game, android, Computer Organization and Architecture, ADDIE*