

Yusuf Syahril Prayitno. 2022. *Pengembangan Game Edukasi Berbasis Android Pada Mata Pelajaran Biologi Materi Sistem Peredaran Darah Untuk Siswa Kelas XI IPA Tingkat SMA*. Skripsi, Program Studi Pendidikan Informatika, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing: Medika Risnasari, S.ST.,M.T

ABSTRAK

Tujuan penelitian ini adalah membuat media pembelajaran interaktif berupa *game* berbasis android untuk siswa kelas XI SMA Jurusan IPA (Ilmu Pengetahuan Alam) pada mata pelajaran Biologi khususnya Sistem Peredaran Darah. Hal ini dikarenakan masih banyak siswa yang masih mempelajari materi ini hanya dengan lewat *video* pembelajaran. Selain itu, siswa lebih suka bermain *game* di *smartphone* mereka daripada memperhatikan di kelas. Media pendidikan ini diyakini akan membangkitkan minat belajar siswa dan memberikan pengalaman belajar yang beragam. Model yang akan digunakan selama tahap perencanaan yaitu Model penelitian ADDIE (Analysis, Design, Development, Implementation, Evaluation). Sangat penting untuk menyelesaikan semua tahap paradigma pengembangan ADDIE. Berdasarkan hasil validasi para ahli didapatkan hasil persentase sebagai berikut: ahli media 87,5 persen dengan kualifikasi "Layak", ahli materi 93,3 persen dengan kualifikasi "Sangat Layak", uji coba perorangan 90,83 persen dengan kualifikasi "Sangat Layak", uji coba kelompok kecil 89 persen dengan kualifikasi "Layak". Media pembelajaran *game* edukasi berbasis android berbasis materi biologi dengan materi sistem peredaran darah ini valid dan praktis digunakan dalam proses pembelajaran berdasarkan uji ahli media, uji ahli materi, dan uji coba kepada subjek siswa kelas XI dari SMA IPA. Peneliti telah menciptakan media pendidikan yang dapat digunakan untuk membangkitkan rasa ingin tahu siswa dan membangkitkan minat siswa terhadap materi.

Kata Kunci : media pembelajaran, *game* edukasi, *android*, Sistem Peredaran Darah, *ADDIE*

Yusuf Syahril Prayitno. 2022. *Development of Android-Based Educational Games in Biology Subjects on Circulatory System Materials for Class XI Science High School Students. Thesis, Informatics Education Study Program, Faculty of Education, Trunojoyo University Madura. Advisor: Medika Risnasari, S.ST.,M.T*

ABSTRACT

The purpose of this research is to make interactive learning media in the form of android-based games for class XI SMA students majoring in Natural Sciences (Natural Sciences) in Biology subjects, especially the Circulatory System. This is because there are still many students who are still learning this material only through learning videos. In addition, students prefer to play games on their smartphones than pay attention in class. It is believed that this educational media will arouse students' interest in learning and provide a variety of learning experiences. The model that will be used during the planning stage is the ADDIE research model (Analysis, Design, Development, Implementation, Evaluation). It is critical to complete all stages of the ADDIE development paradigm. Based on the results of expert validation, the percentage results are as follows: media experts 87.5 percent with "Eligible" qualifications, material experts 93.3 percent with "Very Eligible" qualifications, 90.83 percent individual trials with "Very Eligible" qualifications, 89 percent small group trial with "Eligible" qualification. This android-based educational game learning media based on biology material with material on the circulatory system is valid and practical to use in the learning process based on media expert tests, material expert tests, and trials on the subject of class XI students from SMA IPA. Researchers have created educational media that can be used to arouse students' curiosity and arouse students' interest in the material.

Keywords: *learning media, educational games, android, Circulatory System, ADDIE*