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ABSTRAK

Pengembangan *Mobile Game Drag & Drop* Berbasis SAC (*Smart Apps Creator 3*) sebagai salah satu alternatif media pembelajaran untuk menarik minat siswa dalam mempelajari materi pesawat sederhana. Tujuan penelitian ini adalah untuk mengetahui kelayakan dan respons siswa terhadap *Mobile Game Drag & Drop* Berbasis SAC (*Smart Apps Creator 3*). Penelitian ini termasuk penelitian pengembangan menggunakan model *WATERFALL* (*analys, design, Implementation, Verification, dan maintenance*). Penelitian dilaksanakan di MTs Sabilalhaq Ds. Kapong, Kecamatan Batumarmar, Kabupaten Pamekasan. Sample penelitian pengembangan sejumlah 15 orang siswa kelas VIII A. Hasil penelitian ini menunjukkan bahwa: (1) hasil validitas rata-rata sebesar 100% dan nilai reliabilitas sebesar 98,6% dengan keterangan sangat valid dan sangat reliabel pada aspek media. Pada aspek materi nilai validitas rata-rata sebesar 94,7% dan nilai nilai reliabilitas sebesar 97,6% dengan keterangan sangat valid dan sangat reliabel. (2) Respons siswa terhadap *game simple machine* dikategorikan sangat baik berdasarkan nilai persentase respons siswa sebesar 98,5%. Hal ini menunjukkan bahwa penggunaan *game simple machine* pada materi pesawat sederhana layak digunakan dalam pembelajaran.

Kata kunci: *game simple machine, kelayakan, mobile Game Drag & Drop, SAC* respons siswa

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ABSTRACT

Development of Drag & Drop Mobile Game Based SAC-(Smart Apps Creator 3) as an alternative learning media to attract students' interest in learning simple machine. The purpose of this study was to determine the feasibility and student responses to Drag & Drop Mobile Game Based SAC-(Smart Apps Creator 3.). This research includes development research using the model WATERFALL (analysis, design, implementation, verification, and maintenance). The research was carried out at MTs Sabilalhaq Ds. Kapong, Batumarmar District, Pamekasan Regency. The sample of the development research was 15 students of class VIII A. The results of this study showed that: (1) the average validity was 100% and the reliability value was 98.6% with very valid and very reliable information on the media aspect. In the material aspect, the average validity value is 94.7% and the reliability value is 97.6% with very valid and very reliable information. (2) Student responses to simple machine games are categorized as very good based on the percentage value of student responses of 98.5%. This shows that the use of simple machine games on simple planes is feasible to use in learning.

Keywords: feasibility, mobile Game Drag & Drop, SAC, simple game machine, student response