

ABSTRAK

Penelitian ini bertujuan untuk mengetahui desain dan spesifikasi produk serta mengetahui kelayakan game edukasi berbasis *android* pada mata pelajaran Bahasa Madura. Latar belakang penelitian bersumber ketidakhahaman siswa terhadap materi organ tubuh manusia pada mata pelajaran bahasa madura di kelas V SDN Burneh 05. Penelitian ini menggunakan model penelitian pengembangan ADDIE (*analysis, design, development, implementation, dan evaluation*). Langkah awal yang dilakukan yaitu menganalisis kompetensi, karakteristik dan materi pada mata pelajaran bahasa madura. Kemudian rancangan desain alur dan tampilan produk dalam bentuk flowchart dan storyboard. Rancangan desain yang sudah dibuat kemudian dikembangkan menjadi produk media pembelajaran. Uji kelayakan produk dilakukan ahli materi, ahli media dan uji coba kepada peserta didik. Uji coba peserta didik dilakukan secara perorangan yaitu 3 orang dan uji kelompok kecil dengan jumlah 6 siswa. Adapun hasil dari uji coba menunjukkan bahwa: (1) ahli materi di peroleh presentase 96% menunjukkan media ini valid digunakan. (2) ahli media diperoleh presentase 85,5% menunjukkan media ini valid digunakan. (3) uji coba peserta didik perorangan diperoleh presentase 95,5% menunjukkan media ini valid digunakan. (4) uji coba peserta didik kelompok kecil diperoleh 95% menunjukkan media ini valid digunakan. Berdasarkan hasil yang diperoleh dapat disimpulkan bahwa media pembelajaran game edukasi berbasis *android* pada mata pelajaran bahasa madura valid dan layak untuk diterapkan dalam pembelajaran.

Kata kunci: game edukasi, *android*, Bahasa Madura

ABSTRACT

This study aims to determine the design and specifications of the product as well as to determine the feasibility of an Android-based educational game on Madurese language subjects. The background of the research stems from students' lack of understanding of the material of human organs in the Madura language meta lesson in class V SDN Burneh 05. This study uses the ADDIE development research model (analysis, design, development, implementation, and evaluation). The first step is to analyze the competencies, characteristics and materials in the Madura language subjects. Then the design of the flowchart and product display in the form of flowcharts and storyboards. The designs that have been made are then developed into learning media products. The product feasibility test was carried out by material experts, media experts and trials to students. Student trials were conducted individually, namely 3 people and small group tests with 6 students. The results of the trial showed that: (1) material experts obtained a percentage of 96% indicating that this media was valid to use. (2) media experts obtained a percentage of 85.5% indicating this media is valid to use. (3) individual student trials obtained a percentage of 95.5% indicating this media is valid to use. (4) small group student trials obtained 95% indicate this media is valid to use. Based on the results obtained, it can be concluded that the Android-based educational game learning media in Maduranese language subjects is valid and feasible to be applied in learning.

Keywords: educational game, android, Madurese language