

Nina Nariyono Putri. 2025. *Pengembangan Game Edukasi Adventure Berbasis Android Pada Materi Sistem Komputer di SMPN 4 Kamal*. Skripsi, Program Studi Pendidikan Informatika, Fakultas Keguruan dan Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing: Luluk Mauli Diana, S.SI., M.Pd.

ABSTRAK

Sistem komputer merupakan bidang ilmu informatika yang bersifat abstrak sehingga siswa kesulitan memahami materi. Kesulitan pada siswa yaitu rendahnya minat dan pemahaman siswa terhadap materi sistem komputer yang sering dianggap sulit dan abstrak. Oleh karena itu, *game* edukasi ini dirancang untuk memberikan pengalaman belajar yang interaktif dan menyenangkan. Penelitian ini bertujuan untuk mengembangkan sebuah *game* edukasi *adventure* berbasis android pada materi sistem komputer di SMPN 4 Kamal. Metodologi yang digunakan dalam penelitian ini adalah model pengembangan MDLC yang terdiri dari enam tahap: konsep, perancangan, pengumpulan asset/bahan, pembuatan, pengujian dan pendistribusian. Instrumen pengambilan data menggunakan lembar angket validasi ahli media, validasi ahli materi, dan angket respon siswa. Penelitian ini menghasilkan *game* edukasi *adventure* berbasis android pada materi sistem komputer memperoleh persentase validasi ahli materi 90% dan validasi ahli media 81,5% dengan kriteria sangat layak. Hasil uji respon siswa memperoleh persentase pada uji perorangan 95,6%, uji kelompok kecil 94,7%, dan uji kelompok besar 89,3% dengan kriteria sangat layak. Berdasarkan hasil penelitian pengembangan *game* edukasi *adventure* berbasis android pada materi sistem komputer dinyatakan sangat layak digunakan sebagai media penunjang dalam proses pembelajaran.

Kata kunci : *Game* Edukasi, Sistem Komputer, MDLC, *Android*

Nina Nariyono Putri. 2025. *Development of an Android-Based Educational Adventure Game on Computer Systems Material at SMPN 4 Kamal. Undergraduate Thesis, Informatics Education Study Program, Faculty of Teacher Training and Education, Trunojoyo University of Madura. Supervisor: Luluk Mauli Diana, S.SI., M.Pd.*

ABSTRACT

Computer systems is a field of informatics that is abstract in nature, making it difficult for students to understand. Students often struggle due to low interest and limited comprehension of computer systems material, which is often perceived as difficult and abstract. Therefore, this educational game was designed to provide an interactive and enjoyable learning experience. This study aims to develop an Android-based educational adventure game on computer systems material for students at SMPN 4 Kamal. The development methodology used in this research is the MDLC (Multimedia Development Life Cycle) model, which consists of six stages: concept, design, material/asset collection, assembly, testing, and distribution. Data collection instruments included expert validation questionnaires for media and material, as well as student response questionnaires. The resulting Android-based educational adventure game on computer systems received a material expert validation score of 90% and media expert validation score of 82.5%, both categorized as "highly feasible." Student response testing resulted in scores of 95.6% for individual testing, 94.7% for small group testing, and 89.3% for large group testing, all indicating a "highly feasible" rating. Based on the research findings, the developed Android-based educational adventure game on computer systems is deemed highly feasible for use as a supporting medium in the learning process.

Keywords: *Educational Game, Computer Systems, MDLC, Android*