

M Ainul Yaqin A. 2025. *Pengembangan Game Edukasi Berorientasi Prosedural Siswa Pada Materi Listrik Seri Dan Pararel*. Skripsi, Program Studi Pendidikan Informatika, Fakultas Keguruan dan Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing Dr. Sigit Dwi Saputro, S.Pd., M.Pd.

ABSTRAK

Penelitian ini bertujuan untuk mengembangkan media pembelajaran berupa game edukasi yang berorientasi pada pengetahuan prosedural guna membantu peserta didik memahami langkah-langkah sistematis dalam suatu konsep pembelajaran. Pengetahuan prosedural mencakup pemahaman tentang bagaimana melakukan sesuatu secara runtut, seperti langkah dalam eksperimen, algoritma, atau proses pemecahan masalah. Metode penelitian yang digunakan adalah Research and Development (R&D) dengan model pengembangan ADDIE, yang meliputi tahapan Analysis, Design, Development, Implementation, dan Evaluation. Instrumen yang digunakan dalam penelitian ini berupa angket validasi untuk ahli dan lembar angket respon peserta didik. Instrumen tersebut dirancang untuk menilai berbagai aspek media pembelajaran, meliputi kualitas isi, tampilan visual, kepraktisan penggunaan, serta keterpahaman materi yang disajikan. Produk game edukasi yang dikembangkan divalidasi oleh dua orang ahli, yaitu ahli materi dan ahli media. Hasil validasi dari ahli materi menunjukkan skor rata-rata sebesar 98%, yang termasuk dalam kategori “Sangat valid”. Sementara itu, validasi oleh ahli media memperoleh skor rata-rata sebesar 89%, yang juga termasuk dalam kategori “Sangat valid”. Uji coba terbatas kepada peserta didik dilakukan melalui tiga tahap, yaitu uji coba perorangan dengan hasil sebesar 96%, uji coba kelompok kecil sebesar 93%, dan uji coba kelompok besar sebesar 91%. Ketiganya menunjukkan tingkat kemenarikan media dalam kategori “Sangat efektif”. Hasil penelitian ini menunjukkan bahwa game edukasi berbasis pengetahuan prosedural yang dikembangkan layak digunakan sebagai media pembelajaran interaktif. Media ini terbukti mampu memfasilitasi peserta didik dalam memahami urutan langkah atau prosedur dengan cara yang menyenangkan dan efektif, serta mendorong motivasi dan keterlibatan aktif dalam proses pembelajaran.

Kata Kunci: *Game* Edukasi, Pengetahuan Prosedural, ADDIE.

M Ainul Yaqin A. 2025. Development of Student-Oriented Procedural Educational Games on Series and Parallel Electricity Material. Thesis, Informatics Education Study Program, Faculty of Teacher Training and Education, Trunojoyo University of Madura. Supervisor: Dr. Sigit Dwi Saputro, S.Pd., M.Pd.

ABSTRACT

This study aims to develop an educational game as a learning medium oriented toward procedural knowledge to help students understand systematic steps in a learning concept. Procedural knowledge involves understanding how to perform tasks sequentially, such as steps in an experiment, algorithms, or problem-solving processes. The research method used is Research and Development (R&D) with the ADDIE development model, which includes the stages of Analysis, Design, Development, Implementation, and Evaluation. The instruments used in this study include validation questionnaires for experts and response questionnaires for students. These instruments are designed to assess various aspects of the learning media, including content quality, visual appearance, usability, and the comprehensibility of the presented material. The developed educational game was validated by two experts: a subject matter expert and a media expert. The validation results from the subject matter expert showed an average score of 98%, categorized as “highly feasible.” Meanwhile, the media expert's validation yielded an average score of 89%, also falling into the “highly feasible” category. A limited trial with students was conducted in three stages: an individual trial with a result of 96%, a small group trial with 93%, and a large group trial with 91%. All three indicated the media's attractiveness as being in the “very attractive” category. The results of this study indicate that the procedural knowledge-based educational game developed is feasible for use as an interactive learning medium. This medium has proven effective in helping students understand step-by-step procedures in an enjoyable and engaging way, while also encouraging motivation and active participation in the learning process.

Keywords: Educational *Game*, Procedural Knowledge, ADDIE.