

Adelia Prastika. 2020. Pengembangan *Game* Edukasi Astroner Berbasis Android Pada Materi Sistem Tata Surya. Skripsi, Program Studi Pendidikan IPA, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura.

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ABSTRAK

Penelitian ini bertujuan untuk mengembagankan *game* edukasi ASTRONER berbasis *android* pada materi sistem tata surya untuk mengetahui kelayakan media dan respon siswa. Desain pengembangan yang digunakan yaitu ADDIE (*Analyze, Design, Development, Implementation, dan Evaluation*). Sampel penelitian adalah 10 siswa kelas VII SMP di Pamekasan. Penilaian kelayakan media mendapatkan rerata persentase sebesar 83,12% atau layak digunakan tanpa revisi. Penilaian kelayakan materi menunjukkan rerata persentase sebesar 81,5% atau layak digunakan tanpa revisi. Respon 10 siswa menunjukkan persentase sebesar 95,7% atau sangat menarik. berdasarkan hasil penelitian tersebut, dapat disimpulkan bahwa *Game* edukasi ASTRONER berbasis *android* dinyatakan layak digunakan dalam kegiatan pembelajaran IPA pada materi sistem tata surya.

Kata Kunci: *Game* edukasi ASTRONER, kelayakan media, model ADDIE, respon siswa.

Adelia Prastika. 2020. The Development of An Android-Based Educational Game, “Astroner” on The Material Of The Solar System. Research Paper, Science Education Study Program, Faculty of Education, University of Trunojoyo Madura.

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ABSTRACT

This study aimed to develop an Android-based educational game ASTRONER on the material of the solar system to determine the feasibility of media and student responses. The development of media used ADDIE design (Analyze, Design, Development, Implementation, and Evaluation). The sample of the study was 10 students of grade VII of junior high school in Pamekasan. Findings indicated that the average percentage of media validity was 83.12% and assumed that can be used without revision. Meanwhile the validity on content aspect reached 81.5% and assumed that can be used without revision. The responses of 10 students showed a percentage of 95.7% or very interesting. Therefore, the Android-based ASTRONER educational game is concluded that appropriate to be applied in science learning activities on the topic of the solar system.

Keywords: ASTRONER educational game, media feasibility, ADDIE models, student responses.