

Baity Amini. 2020. *Pengembangan Permainan Edukasi Berbasis Android Menggunakan Construct 2 Materi Tata Surya*. Skripsi. Progam Studi Pendidikan IPA, Fakultas Ilmu pendidikan, Universitas Trunojoyo Madura. Pembimbing 1: Ana Yuniasti Retno Wulandari 2: Nur Qomaria

ABSTRAK

Smartphone adalah satu teknologi yang paling banyak dimiliki oleh masyarakat dunia termasuk siswa SMP. Namun, rata-rata *smartphone* hanya digunakan siswa untuk bermain *game* dan dinilai hanya memberikan dampak buruk. Minat belajar siswa di Indonesia juga dinilai masih rendah, karena kurangnya pemanfaatan media dalam proses pembelajaran. Dalam hal ini, permainan edukasi berbasis *android* dapat menjadi salah satu solusinya. Penggunaan *game* Super Astronaut dapat menarik perhatian dan minat belajar siswa dalam proses pembelajaran, selain itu mempermudah siswa dalam memahami materi Tata Surya. Super Astronaut dibuat menggunakan aplikasi *Construct 2* dan menggunakan model pengembangan ADDIE. Uji kelayakan media dilakukan dengan memberikan lembar angket kepada para ahli yaitu ahli media, ahli materi, dan praktisi pembelajaran IPA SMP dan menghasilkan data kuantitatif yakni persentase. Hasil uji kelayakan ditinjau dari segi media diperoleh nilai validitas rata-rata sebesar 83,86% dan reliabilitas 91,3% sehingga dapat dinyatakan layak dan tidak perlu direvisi. Untuk hasil uji kelayakan ditinjau dari segi materi diperoleh data validitas rata-rata sebesar 95,56%, dan reliabilitas 98,25% sehingga dinyatakan sangat layak dan tidak perlu direvisi.

Kata Kunci : Permainan Edukasi, *Android*, *Construct 2*, Tata Surya.

Baity Amini. 2020. *Development of Educational Game Android-Based Using Construct 2 with Solar System Material*. Research Paper, Natural Science Education, Education Faculty, University of Trunojoyo Madura. 1st Advisor: Ana Yuniasti Retno Wulandari and 2nd Advisors: Nur Qomaria

ABSTRACT

Smartphone becomes a technology that owned the most by people around the world including students. But, most of students use their smartphone just for playing games and it's considered just give bad impacts to students. Student interest in learning in Indonesia is still considered low because the lack of media usage. In this case, educational game android-based can be the solution. By using Super Astronaut game can attract students' attention and help them to understand Solar System material. Super Astronaut was created using Construct 2 and using ADDIE model. The media feasibility test was carried out by giving questionnaires to experts, namely media expert, material expert, and a science learning practitioner and obtained quantitative data (percentage data). The result of the feasibility test in terms of media obtained an average validation value of 83,86% with reliability 91,3% that was acceptable and didn't need to be revised. The result of feasibility test in terms of material obtained an average validation value of 95,56% with reliability 98,25% that was so acceptable and didn't need to be revised.

Keywords: Educational Game, Construct 2, Solar System