

Kevin Al-Firdauzi Kusuma. 2026. *Pengembangan Game Edukasi Matching Komputer Pada Materi Sistem Komputer Kelas X MAN 1 Mojokerto*. Skripsi, Program Studi Pendidikan Informatika, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing: Laili Cahyani, S.Kom., M.Kom.

ABSTRAK

Penelitian ini dilakukan karena adanya sebuah permasalahan kurangnya antusias dan fokus siswa dalam mengikuti pembelajaran didalam kelas. Oleh karena itu, penelitian yang dilakukan bertujuan mengembangkan *game* edukasi *matching* komputer pada materi teknologi informasi dan komputer (TIK).

Jenis penelitian yang dilakukan adalah penelitian pengembangan menggunakan model yang adopsi dari Harjanta & Herlambang (2018) melalui 5 tahapan penelitian pengembangan. Penelitian ini dilaksanakan di MAN 1 Mojokerto. Subjek penelitian siswa kelas X MAN 1 Mojokerto yang berjumlah 35 siswa. Metode pengumpulan data yang digunakan adalah angket, observasi, dan wawancara. Validasi penelitian melibatkan 1 dosen ahli media, 1 dosen ahli materi, dan 1 guru ahli materi. Uji coba pada produk dilakukan dengan cara perorangan, kelompok kecil, kelompok besar. Analisis data yang digunakan menggunakan analisis data deskriptif dan kuantitatif.

Hasil penelitian menunjukkan *game* edukasi *matching* komputer memperoleh penilaian ahli media dengan skor 92%. Penilaian ahli materi dengan skor 86%. Uji coba lapangan meliputi : (1) Uji coba perorangan menunjukkan hasil penilaian produk dengan skor 90%. (2) Uji coba kelompok kecil menunjukkan hasil penilaian produk dengan skor 92%. (3) Uji coba kelompok besar menunjukkan hasil penilaian dengan skor 88%. Dengan demikian *game* edukasi *matching* komputer layak untuk digunakan sebagai media dalam pembelajaran materi teknologi informasi dan komputer bagi siswa kelas X MAN 1 Mojokerto.

Kata Kunci: *ADDIE, Game Edukasi Matching Komputer, Teknologi Infomasi Dan Komputer, Media Pembelajaran*

Kevin Al-Firdauzi Kusuma. 2026. *Development of Computer Matching Educational Game on Computer System Material for Class X MAN 1 Mojokerto*. Thesis, Informatics Education Study Program, Faculty of Education, Trunojoyo University, Madura. Supervisor: Laili Cahyani, S.Kom., M.Kom.

ABSTRACT

This research was conducted due to a lack of student enthusiasm and focus in classroom learning. Therefore, the aim of this study was to develop a computer matching educational game for information and computer technology (ICT).

This research was a developmental research study using a model adopted from Harjanta & Herlambang (2018) through five stages of development research. This research was conducted at MAN 1 Mojokerto. The subjects were 35 10th-grade students at MAN 1 Mojokerto. Data collection methods used were questionnaires, observations, and interviews. The research validation involved one media expert lecturer, one material expert lecturer, and one material expert teacher. Product trials were conducted individually, in small groups, and in large groups. Data analysis employed descriptive and quantitative data analysis.

The results showed that the computer matching educational game received a media expert assessment score of 92%, while the material expert assessment received a score of 86%. Field trials included: (1) Individual trials yielding a product assessment score of 90%. (2) Small group trials yielding a product assessment score of 92%. (3) The large group trial showed an assessment result with a score of 88%. Therefore, the computer matching educational game is suitable for use as a learning medium for information technology and computers for class X students at MAN 1 Mojokerto.

Keywords: *ADDIE, Computer Matching Educational Game, Information and Computer Technology, Learning Media*