

M. Ilham Insannurahman, 2023. Pengembangan *game quiz* materi perangkat keras internet kelas XI SMA PGRI 1 Sidoarjo. Skripsi, program studi Pendidikan Informatika, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura.
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ABSTRAK

Seiring perkembangan zaman, di dunia pendidikan selalu mengalami perkembangan di berbagai aspek yang meliputi dari tenaga pendidik, materi pelajaran, sarana-prasarana yang memadai, serta bahan ajar / media pengaplikasian media pembelajaran. Semua aspek tersebut terus menerus diperbaiki agar semakin berkualitas seiring tuntutan zaman yang semakin modern. Para pendidik saat ini dibutuhkan dalam kreativitas dalam membuat media pembelajaran agar dapat membantu siswa memahami proses pembelajaran yang diberikan. Tujuan penelitian ini adalah untuk mengetahui prosedur kelayakan media pembelajaran berupa *game quiz* pada materi perangkat keras internet SMA PGRI 1 Sidoarjo, dengan subjek penelitian yaitu kelas X dan XI. Penelitian menggunakan Model pengembangan ADDIE (*Analysis, Design, Development, Implementation, and Evaluation*). Instrumen penelitian berupa angket yang diberikan kepada Ahli Media, Ahli Materi dan Peserta Didik. Prosedur dalam pengembangan *game quiz* menggunakan Unity 3D. Kelayakan dari media pembelajaran *game* edukasi yang dikembangkan dapat dikategorikan layak digunakan karena mendapatkan 100% dari ahli materi, 78% dari ahli media, 85% dari uji coba perorangan, 89% dari uji coba kelompok kecil, 87% dari uji coba kelompok besar.

Kata kunci : *Game, Quiz, ADDIE, Perangkat Keras Internet*

M. Ilham Insannurahman, 2023. Development of a quiz game on internet hardware material for class XI students at SMA PGRI 1 Sidoarjo. Thesis, Informatics Education study program, Faculty of Education, Trunojoyo University, Madura.

Advisor : Muhamad Afif Effindi, S.Kom.,M.T

ABSTRACT

Along with the times, the world of education has always experienced developments in various aspects which include teaching staff, subject matter, adequate infrastructure, as well as teaching materials / media for the application of learning media. All of these aspects are continuously being improved so that they are of higher quality in line with the demands of an increasingly modern era. Educators are currently needed in creativity in making learning media in order to help students understand the learning process provided. The purpose of this study was to determine the feasibility of instructional media in the form of game quizzes on internet hardware material at SMA PGRI 1 Sidoarjo, with research subjects namely class X and XI. The research uses the ADDIE development model (Analysis, Design, Development, Implementation, and Evaluation). The research instrument is a questionnaire given to media experts, material experts and students. The procedure for developing a quiz game using Unity 3D. The feasibility of the developed educational game learning media can be categorized as appropriate because it gets 100% from material experts, 78% from media experts, 85% from individual trials, 89% from small group trials, 87% from large group trials.

Keyword : Game, Quiz, ADDIE , Internet Hardware