

Rahmat Solihin. 2024. *Pengembangan Game Edukasi Materi Sistem Komputer Pada Mata Pelajaran Informatika Sebagai Media Pembelajaran Siswa Untuk Kelas VII di SMP 3 Kamal*. Skripsi, Program Studi Pendidikan Informatika. Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing Muhlis Tahir, S.Pd., M.Tr.Kom.

Abstrak

Informatika adalah mata pelajaran wajib bagi siswa Sekolah Menengah Pertama (SMP), khususnya materi sistem komputer pada kelas VII. Untuk meningkatkan pemahaman dan minat belajar dalam mata pelajaran ini, diperlukan media interaktif yang dapat membantu siswa belajar secara mandiri, seperti permainan edukatif. Penelitian ini bertujuan untuk mengkaji pentingnya penerapan *game* edukasi tipe *adventure side-scrolling* dalam pembelajaran sistem komputer di SMP 3 Kamal. Model pengembangan yang digunakan adalah *Game Development Life Cycle* (GDLC), yang memungkinkan proses pengembangan yang terstruktur dan efisien dalam waktu singkat. Hasil penelitian menunjukkan bahwa penggunaan *game* edukasi tipe *adventure side-scrolling* dalam pembelajaran sistem komputer memberikan dampak yang signifikan. Data penelitian diklasifikasikan sebagai sangat layak berdasarkan kriteria ISO 25010, dengan rata-rata pencapaian presentase 96% dan 98% oleh ahli media. Selain itu, partisipasi ahli materi menghasilkan tingkat presentase 100%, sedangkan uji coba kelompok kecil memberikan tingkat presentase 85,4% dan uji coba kelompok besar 90,2%. Temuan ini menunjukkan bahwa penerapan model pengembangan *Game Development Life Cycle* (GDLC) dalam pengembangan *game* edukasi tipe *adventure side-scrolling* pada materi sistem komputer mampu meningkatkan efektivitas pembelajaran sistem komputer di SMP 3 Kamal.

Kata kunci: *Game Edukasi, GDLC, ISO 25010, Side Scrolling, Sistem Komputer*

Rahmat Solihin. 2024. *Development of educational games for computer system material in informatics subjects as student learning media for class VII at SMP 3 Kamal*. Skripsi, Informatics Education Study Program. Faculty of Education, Trunojoyo University, Madura. Supervisor Muhlis Tahir, S.Pd., M.Tr.Kom.

Abstract

Informatics is a mandatory subject for junior high school (SMP) students, especially computer systems material in class VII. To increase understanding and interest in learning in this subject, interactive media is needed that can help students learn independently, such as educational games. This research aims to examine the importance of implementing side-scrolling adventure type educational games in learning computer systems at SMP 3 Kamal. The development model used is the Game Development Life Cycle (GDLC), which allows a structured and efficient development process in a short time. The research results show that the use of side-scrolling adventure type educational games in learning computer systems has a significant impact. The research data was classified as highly appropriate based on ISO 25010 criteria, with an average percentage achievement of 96% and 98% by media experts. In addition, the participation of material experts resulted in a percentage rate of 100%, while small group trials provided a percentage rate of 85.4% and large group trials 90.2%. These findings indicate that the application of the Game Development Life Cycle (GDLC) development model in developing side-scrolling adventure type educational games on computer system material is able to increase the effectiveness of computer system learning at SMP 3 Kamal.

Keywords: Computer System, Educational Games, GDLC, ISO 25010, Side Scrolling