PENGEMBANGAN KONTEN *GAMIFIKASI* PEMBELAJARAN PADA MATA PELAJARAN INFORMATIKA KELAS VII SEMESTER GANJIL SMP LABORATORIUM UNDIKSHA SINGARAJA

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ABSTRAK

Penelitian ini bertujuan untuk menghasilkan dan mengetahui respon guru dan siswa serta efektifitas pengembangan konten *gamifikasi* pembelajaran pada pata pelajaran informatika kelas VII semester ganjil SMP Laboratorium Undiksha Singaraja. Jenis penelitian yangdigunakan adalah *Research & Development* (R&D) dengan model pengembangan ADDIE (*Analyze*, Design, Development, Implementation, Evaluation). Penelitian ini dilakukan pada 36 siswa dan seorang guru yang mengampu mata pelajaran informatika. Pengumpulan data dalam penelitian ini didapatkan dengan menggunakan lembar validasi ahli, angket uji coba perorangan, uji coba kelompok kecil, uji lapangan, uji efektivitas, angket uji respon guru dan siswa. Hasil perhitungan ahli isi dan ahli media dengan skor masing-masing 1,00 mendapat kriteria "Sangat Tinggi". Pengujian dari uji coba perorangan mendapat presentase skor 93,78% dengan kualifikasi "Sangat Baik", uji coba kelompok kecil mendapat presentase skor 92,98% dengan kualifikasi "Sangat Baik", dan uji lapangan mendapat presentase skor 93,99% dengan kualifikasi "Sangat Baik". Uji efektivitas dengan memberikan pretest dan posttest memperoleh hasil perhitungan N-Gain 0,78 mendapat kriteria "Tinggi". Hasil perhitungan uji respon guru mendapat rata-rata skor 49 dengan kategori "Sangat Positif", respon siswa mendapat skor rata-rata 69,41 dengan kategori "Sangat Positif. Sehingga, penelitian ini dapat disimpulkan bahwa pengembangan konten *gamifikasi* pembelajaran ini mendapat kualitas produk sangat valid, sangat baik, dan sangat efektif.

Kata Kunci: Pengembangan, Konten *Gamifikasi* Pembelajaran, Informatika

DEVELOPMENT OF LEARNING GAMIFICATION CONTENT IN INFORMATICS CLASS VII ODD SEMESTER SMP LABORATORY UNDIKSHA SINGARAJA

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ABSTRACT

This study aims to produce and determine teacher and student responses as well as the effectiveness of developing learning gamification content in informatics class VII odd semester SMP Laboratory Undiksha Singaraja. The type of research used is Research & Development (R&D) with the ADDIE development model (*Analyze*, Design, Development, Implementation, Evaluation). This research was conducted on 36 students and a teacher who teaches informatics subjects. Data collection in this study was obtained using expert validation sheets, individual trial questionnaires, small group trials, field tests, effectiveness tests, teacher and student response questionnaires. The results of calculations by content experts and media experts with a score of 1.00 each get the "Very High" criterion. Testing from individual trials got a score percentage of 93.78% with the qualification "Very Good", small group trials got a score percentage of 92.98% with the qualification "Very Good", and the field test got a score percentage of 93.99% with the qualification " Very good". The effectiveness test by giving a pretest and posttest results in an N-Gain calculation of 0.78 getting the "High" criterion. The results of the calculation of the teacher's response test got an average score of 49 in the "Very Positive" category, student responses got an average score of 69.41 in the "Very Positive" category. So, this study can be concluded that the development of learning gamification content has very valid, very good, and very effective product quality.

Keywords: Development, Learning Gamification Content, Informatics