

**PENGEMBANGAN GAME EDUKASI “BATTLE OF MAZE” PADA
POKOK BAHASAN OPERASI BILANGAN BULAT UNTUK SISWA
KELAS VI SEKOLAH DASAR**

Oleh

Putu Catherine Tamira, NIM 1913011039

Jurusan Matematika

ABSTRAK

Pada penelitian ini dikembangkan suatu media pembelajaran berbasis *game* edukasi pada pokok bahasan operasi bilangan bulat yang diberi nama “*Battle of Maze*”. *Game* edukasi ini ditujukan sebagai media pembelajaran suplemen yang membantu siswa melakukan latihan soal operasi hitung bilangan bulat secara bertahap dan menyenangkan. Ada dua tujuan yang mendasari penelitian ini yakni, 1) Mendeskripsikan rancang bangun *game* edukasi “*Battle of Maze*” yang dikembangkan; dan 2) Mengetahui tingkat kelayakan dan kepraktisan dari *game* edukasi “*Battle of Maze*” yang dikembangkan. Penelitian ini menggunakan model pengembangan 4D oleh Thiagarajan, tetapi hanya sampai tahap ketiga yaitu tahap pengembangan. *Game* edukasi *Battle of Maze* telah teruji tingkat kelayakannya berdasarkan penilaian dua ahli materi dan media menggunakan angket LORI (*Learning Object Review Instrument*) dengan perolehan rata-rata skor sebesar 4.95 dari ahli materi dan 4.69 dari ahli media yang termasuk ke dalam kriteria kelayakan sangat baik. Selanjutnya telah teruji tingkat kepraktisannya melalui uji coba terbatas kepada seorang guru dan 30 orang siswa di SD Negeri 1 Sangsit dengan perolehan rata-rata skor angket respon guru dan siswa masing-masing sebesar 5 dan 4.62 yang berarti *game* edukasi *Battle of Maze* pada pokok bahasan operasi bilangan bulat kelas VI SD memiliki kepraktisan yang sangat tinggi. Dengan demikian *game* edukasi *Battle of Maze* pada pokok bahasan operasi bilangan bulat kelas VI Sekolah Dasar dapat dikatakan layak dan praktis sebagai media pembelajaran suplemen yang menyenangkan. Namun, hanya dapat diakses pada *smartphone* dengan sistem Android 8.0 ke atas dan tidak tersedia di Play Store sehingga perlu menginstalnya melalui tautan Google Drive yang disediakan.

Kata-kata kunci: *game* edukasi, labirin (*maze*), operasi bilangan bulat.

**DEVELOPMENT OF EDUCATIONAL GAME "BATTLE OF MAZE" ON
THE SUBJECT OF INTEGER OPERATIONS FOR GRADE VI
ELEMENTARY SCHOOL STUDENTS**

By

Putu Catherine Tamira, NIM 1913011039

Jurusan Matematika

ABSTRACT

In this research, an educational game-based learning media was developed for the topic of integer operations, named "Battle of Maze." This educational game is intended as a supplementary learning tool to assist students in practicing integer operation problems gradually and enjoyably. The research is guided by two objectives: 1) to describe the design of the "Battle of Maze" educational game that was developed and 2) to determine the feasibility and practicality of the developed "Battle of Maze" educational game. This study used the 4D development model by Thiagarajan, but only up to the third stage, which is the development stage. The Battle of Maze educational game has been assessed for its feasibility based on the evaluations of two subject matter experts and media experts using the LORI (Learning Object Review Instrument) questionnaire. The average scores obtained were 4.95 from the subject matter experts and 4.69 from the media experts, indicating an excellent level of feasibility. Furthermore, its practicality was tested through limited trials involving one teacher and 30 students at SD Negeri 1 Sangsit. The average questionnaire response scores from the teacher and students were 5 and 4.62, respectively, indicating a very high level of practicality. Therefore, the Battle of Maze educational game for the topic of integer operations in the sixth grade of elementary school can be considered suitable and practical as an enjoyable supplementary learning tool. However, it can only be accessed on smartphones with Android 8.0 and above and is not available on the Play Store, so it needs to be installed via the provided Google Drive link.

Keywords: educational game, maze, integer operations.