

**PENGEMBANGAN GIM EDUKASI DIGITAL “*IMUNEED QUEST*”
MATERI SISTEM IMUN UNTUK SISWA FASE F KURIKULUM
MERDEKA**

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ABSTRAK

Penelitian ini bertujuan untuk menghasilkan gim edukasi digital yang valid dan praktis sebagai media pembelajaran materi sistem imun untuk siswa Fase F kurikulum merdeka. Penelitian ini berjenis *Research and Development* (R&D) dengan model pengembangan Borg & Gall sampai tahapan kelima. Penelitian ini dilaksanakan pada guru biologi dan siswa kelas XI di SMA Negeri 1 Kuta Utara. Uji validitas dilaksanakan oleh ahli materi dan ahli media. Uji kepraktisan dilakukan kepada tiga guru biologi dan 30 orang siswa kelas XI SMA Negeri 1 Kuta Utara. Analisa data dilakukan dengan analisis deskriptif kualitatif. Hasil penelitian menunjukkan bahwa: (1) Rancangan bangun gim edukasi *Imuneed Quest* yang dikembangkan terdiri dari halaman awal, halaman *login*, halaman utama, halaman informasi, halaman misi, halaman cara bermain, dan halaman bermain yang memuat materi sistem imun di dalamnya. (2) Validasi media mendapat rerata sebesar 4,5 yang termasuk kriteria sangat valid. Validasi materi mendapatkan rerata seluruh aspek sebesar 4,3 berkategori sangat valid. (3) Hasil uji kepraktisan gim edukasi *Imuneed Quest* dari respon guru mendapatkan persentase 85% berkategori sangat praktis dan dari respon siswa mendapat persentase 87% berkategori sangat praktis. Sehingga rerata kepraktisan gim edukasi *Imuneed Quest* ini sebesar 86% berkategori sangat praktis.

Kata-kata kunci: borg & gall, gim edukasi, kurikulum merdeka, sistem imun

***DEVELOPMENT OF THE DIGITAL EDUCATIONAL GAME "IMMUNEED
QUEST" IMMUNE SYSTEM MATERIAL FOR STUDENTS IN PHASE F
OF THE MERDEKA CURRICULUM***

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ABSTRACT

The research aims to produce a valid and practical digital educational games as a learning media for the immune system material for students in Phase F of the Curriculum Merdeka. This research is a type of research and development (R&D) was used the Borg & Gall development model up to the fifth stage. The study was conducted with biology teachers and eleventh-grade students at SMA Negeri 1 Kuta Utara. The validity test was conducted by material experts and media experts. The practicality test was carried out on three biology teachers and 30 eleventh-grade students at SMA Negeri 1 Kuta Utara. Data analysis was performed using qualitative descriptive analysis. Research results show that: (1) The Imuneed Quest educational game build plan developed consists of home page, login page, the main page, information page, mission pages, how to play page, and playing page that contains immune system materials. (2) Media validation received rate of 4.5 which includes criteria very valid. Validation of material obtained from a range of all aspects of 4.3 is highly valid. (3) Imuneed Quest educational game practicality test results from the teacher's response received a percentage of 85% from the category very practical and the student's reply received a percentage of 87% from the category very practice.

Keywords: borg & gall, educational games, merdeka curriculum, immune system