

ABSTRAK

PENGEMBANGAN *GAME* PENDIDIKAN *RUN THROUGH TIME* TENTANG AKTIVITAS MANUSIA DI ZAMAN PRA-AKSARA

Oleh

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ABSTRAK

Penelitian ini mengembangkan game edukasi sejarah pra-aksara untuk siswa kelas 7 di SMPN 1 Singaraja, bertujuan meningkatkan minat dan pemahaman siswa yang kurang terlibat dengan metode pembelajaran konvensional. Game ini dikembangkan menggunakan metode *Game Development Life Cycle (GDLC)* melalui enam tahap: inisiasi, pra-produksi, produksi, pengujian, beta, dan rilis. Software yang digunakan meliputi Blender 3D, Figma, Adobe Photoshop, dan Unity. Hasil uji coba menunjukkan kinerja game sesuai rencana, dengan uji blackbox memuaskan dan persentase kelayakan dari ahli media dan isi sebesar 97,5%, serta uji pengguna sebesar 91,33%, keduanya dikategorikan sangat layak. Responden juga menunjukkan tingkat kelayakan sebesar 93%, menunjukkan efektivitas game dalam meningkatkan minat belajar sejarah pra-aksara siswa.

Kata Kunci : Media pembelajaran, *Game* pembelajaran, Sejarah Pra-Aksara. R&D

ABSTRAK

DEVELOPMENT OF THE EDUCATIONAL GAME "RUN THROUGH TIME" ON PRE-LITERATE HUMAN ACTIVITIES

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ABSTRAK

This research developed an educational game on pre-literate history for 7th-grade students at SMPN 1 Singaraja, aiming to increase student interest and understanding, which have been low with conventional teaching methods. The game was created using the Game Development Life Cycle (GDLC) method across six stages: initiation, pre-production, production, testing, beta, and release. Software used included Blender 3D, Figma, Adobe Photoshop, and Unity. Trial results showed the game performed as planned, with satisfactory blackbox testing and feasibility ratings of 97.5% from media and content experts, as well as 91.33% from user trials, both categorized as highly feasible. Respondent feedback also showed a 93% feasibility rating, demonstrating the game's effectiveness in enhancing students' interest in pre-literate history.

Keywords: *Learning media, Educational game, Prehistoric History, R&D*