

**GAME EDUKASI 3D SEJARAH PUPUTAN BADUNG BERBASIS
ANDROID UNTUK MENINGKATKAN WAWASAN SEJARAH
PENYANDANG TUNARUNGU**

Oleh

Komang Mahardaya Kumara (2255013009)

Jurusan Teknik Informatika

ABSTRAK

Penelitian ini bertujuan untuk (1) mengembangkan dan mengimplementasikan *Game* 3D Edukasi Puputan badung berbasis Android untuk penyandang disabilitas tuna rungu, (2) mengetahui respon pengguna terhadap *Game* 3D Edukasi Puputan badung berbasis Android untuk meningkatkan pengetahuan penyandang tuna rungu mengenai sejarah Puputan badung. Target dari penelitian ini yaitu penyandang disabilitas tuna rungu. Pengujian *game* ini melibatkan 20 responden yaitu 2 responden dosen dan 18 responden siswa-siswa tuna rungu di SLBN 1 Tabanan. Hasil penelitian berdasarkan uji UEQ menunjukkan bahwa (1) Pengembangan *game* edukasi 3D "Puputan badung" berbasis Android telah berhasil dilaksanakan menggunakan metode *Game Development Life Cycle* (GDLC) implementasi metode ini menghasilkan *game* edukasi yang memenuhi standar kualitas dan kebutuhan pengguna, khususnya siswa tunarungu di SLB N 1 Tabanan. *Game* ini berhasil mengintegrasikan aspek edukasi sejarah Puputan badung dengan elemen *gameplay* yang menarik melalui genre *tower defense*, (2) Hasil pengujian menggunakan metode UEQ (*User Experience Questionnaire*) menunjukkan respon positif dari pengguna dengan nilai rata-rata yang memuaskan. *Game* ini berhasil menciptakan pengalaman pembelajaran yang inklusif bagi siswa tunarungu melalui implementasi subtitle bahasa isyarat (SIBI) dan tampilan feedback yang jelas, membuktikan bahwa teknologi *game* dapat dimanfaatkan sebagai media pembelajaran yang efektif bagi siswa berkebutuhan khusus.

Kata kunci: *Game* Edukasi, Sejarah, Puputan badung

***3D EDUCATIONAL GAME OF PUPUTANBADUNG HISTORY BASED
ON ANDROID TO IMPROVE THE HISTORICAL INSIGHT OF DEAF
PEOPLE***

By

Komang Mahardaya Kumara (2255013009)

Department of Informatics Engineering

ABSTRACT

This research aims to (1) develop and implement an Android-based Puputan badung Educational 3D Game for people with hearing impairments, (2) determine user response to the Android-based Puputan badung Educational 3D Game to increase the knowledge of people with hearing impairments about the history of Puputan badung. The target of this research is people with hearing disabilities. This game testing involved 20 respondents, namely 2 respondents of lecturers and 18 respondents of deaf students at SLBN 1 Tabanan. The results of the research based on the UEQ test show that (1) The development of the 3D educational game “Puputan badung” based on Android has been successfully implemented using the Game Development Life Cycle (GDLC) method, the implementation of this method produces educational games that meet the quality standards and user needs, especially deaf students at SLBN N 1 Tabanan. This game successfully integrates the educational aspects of Puputan badung history with interesting gameplay elements through the tower defense genre, (2) The test results using the UEQ (User Experience Questionnaire) method show a positive response from users with a satisfactory average score. This game successfully creates an inclusive learning experience for deaf students through the implementation of sign language subtitles (SIBI) and clear tampilan feedback, proving that game technology can be utilized as an effective learning medium for students with special needs.

Keywords: Educational Game, History, Puputan Badung