

PERANCANGAN GAME EDUKASI 2D BERBASIS MOBILE UNTUK MENGENALI, MERAWAT DAN MELINDUNGI ANGGOTA TUBUH DARI KEKERASAN DAN PELECEHAN SEKSUAL

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ABSTRAK

Kasus kekerasan dan pelecehan seksual terhadap anak-anak di bawah usia 12 tahun di Indonesia terus mengalami peningkatan, sementara media edukasi yang efektif dan menarik masih sangat terbatas. Penelitian ini bertujuan untuk merancang dan mengembangkan *game* edukasi 2D berbasis *mobile* yang mampu membantu anak-anak mengenali, merawat, dan melindungi anggota tubuh dari kekerasan dan pelecehan seksual. Metode pengembangan yang digunakan adalah *Digital Game-Based Learning - Instructional Design (DGBL-ID)*, dengan pendekatan interaktif yang menyatukan elemen hiburan dan pembelajaran. *Game* ini dikembangkan di Kabupaten Buleleng, Bali, dengan pengumpulan data melalui wawancara, observasi, dan studi literatur. Hasil pengujian kelayakan menunjukkan bahwa validasi oleh ahli media memperoleh skor 90% dan validasi oleh ahli KSA (Kekerasan Seksual Anak) memperoleh skor 85%, keduanya dalam kategori "Sangat Layak". Selain itu, pengujian *usability* menggunakan *System Usability Scale (SUS)* menghasilkan nilai rata-rata sebesar 81,67, yang tergolong dalam kategori "Excellent" atau *grade B*. Dengan hasil tersebut, *game* edukasi ini dinyatakan layak digunakan sebagai media pembelajaran interaktif dan mampu memberikan kontribusi dalam upaya pencegahan kekerasan seksual terhadap anak di Indonesia.

Kata Kunci: *Game Edukasi, Anti Kekerasan dan Pelecehan Seksual, Unity, Digital Game-Based Learning - Instructional Design*

DESIGNING A MOBILE-BASED 2D EDUCATIONAL GAME TO RECOGNISE, CARE FOR AND PROTECT BODY PARTS FROM VIOLENCE AND SEXUAL ABUSE

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ABSTRACT

Cases of violence and sexual abuse against children under the age of 12 in Indonesia continue to increase, while effective and engaging educational media remain severely limited. This study aims to design and develop a 2D mobile-based educational game that can help children recognize, care for, and protect their bodies from violence and sexual abuse. The development method used is Digital Game-Based Learning - Instructional Design (DGBL-ID), employing an interactive approach that integrates elements of entertainment and learning. The game was developed in Buleleng Regency, Bali, with data collection conducted through interviews, observations, and literature reviews. The feasibility testing results showed that expert validation by media specialists scored 90%, and expert validation by child sexual abuse (CSA) specialists scored 85%, both falling under the “Highly Feasible” category. Additionally, usability testing using the System Usability Scale (SUS) yielded an average score of 81.67, classified as “Excellent.” or grade B. With these results, the educational game is deemed suitable for use as an interactive learning medium and capable of contributing to efforts to prevent sexual violence against children in Indonesia.

Keywords: *Educational Game, Anti-Sexual Violence and Abuse, Unity, Digital Game-Based Learning - Instructional Design*