

**PENGEMBANGAN *GAME* EDUKASI MENGGUNAKAN ANDROID
BERBANTUAN *ADOBE FLASH* UNTUK MENINGKATKAN MINAT
BELAJAR SISWA KELAS V SD NEGERI 1 PADANGBULIA**

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ABSTRAK

Penelitian ini bertujuan untuk mengembangkan dan menguji kelayakan serta efektivitas media *Game* Edukasi berbasis *Android* pada materi penjumlahan pecahan untuk siswa kelas V sekolah dasar. Rendahnya minat belajar siswa terhadap pelajaran Matematika, khususnya pada topik pecahan yang dianggap sulit dan membosankan. Media pembelajaran yang dikembangkan menggunakan model ADDIE (*Analysis, Design, Development, Implementation, Evaluation*), dan didesain dalam bentuk game interaktif berbantuan *Adobe Flash* dengan fitur 2D, animasi, kuis, lagu, serta navigasi materi yang menarik. Uji kelayakan dilakukan melalui validasi oleh dua ahli materi dan dua ahli media, sedangkan uji kepraktisan dan efektivitas melibatkan 28 siswa dan 2 guru kelas V SD. Hasil validasi menunjukkan bahwa media berada dalam kategori “Sangat Baik” dengan koefisien validitas sebesar 1,00. Uji kepraktisan memperoleh persentase skor 92% dari siswa dan 95% dari guru. Hasil uji efektivitas menggunakan paired sample t-test menunjukkan nilai signifikansi 0,000 ($p < 0,05$), yang berarti terdapat perbedaan signifikan antara minat belajar siswa sebelum dan sesudah menggunakan media. Dengan demikian, media game edukasi yang dikembangkan terbukti layak, praktis, dan efektif dalam meningkatkan minat belajar siswa pada materi penjumlahan pecahan. Media ini dapat menjadi alternatif inovatif dalam proses pembelajaran Matematika yang lebih menyenangkan dan kontekstual.

Kata Kunci : *Game* edukasi, penjumlahan pecahan, media pembelajaran, *Android*, Matematika, minat belajar.

**DEVELOPMENT OF EDUCATIONAL GAMES USING ANDROID
ASSISTED BY ADOBE FLASH TO INCREASE THE LEARNING
INTEREST OF V GRADE STUDENTS OF PUBLIC ELEMENTARY
SCHOOL 1 PADANGBULIA**

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ABSTRACT

This research aims to develop and test the feasibility and effectiveness of Android-based Educational Game media on fraction addition material for grade V elementary school students. Low student interest in learning Mathematics, especially on the topic of fractions which are considered difficult and boring. The learning media developed uses the ADDIE model (Analysis, Design, Development, Implementation, Evaluation), and is designed in the form of an interactive game assisted by Adobe Flash with 2D features, animations, quizzes, songs, and interesting material navigation. The feasibility test was carried out through validation by two material experts and two media experts, while the practicality and effectiveness test involved 28 students and 2 fifth grade teachers. The validation results showed that the media was in the “Very Good” category with a validity coefficient of 1.00. The practicality test obtained a percentage score of 92% from students and 95% from teachers. The results of the effectiveness test using paired sample t-test showed a significance value of 0.000 ($p < 0.05$), which means there is a significant difference between students' learning interest before and after using the media. Thus, the educational game media developed proved to be feasible, practical, and effective in increasing students' interest in learning fraction addition material. This media can be an innovative alternative in the learning process of Mathematics which is more fun and contextual.

Keywords : Educational game, fraction addition, learning media, Android, Math, learning interest.