

**PENGEMBANGAN MEDIA *GAME* EDUKASI “*EDUSHROOM*”
BERORIENTASI KEBUDAYAAN LOKAL PADA MATERI FUNGI
SISWA FASE E SMA NEGERI 2 SINGARAJA**

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ABSTRAK

Tujuan dari penelitian ini adalah menentukan rancang bangun, menguji validitas, dan kepraktisan media *game* edukasi berorientasi kebudayaan lokal pada materi fungi siswa fase E. Pengembangan media ini menggunakan model ADDIE, meliputi lima tahapan sistematis: analisis (*analyze*), perancangan (*design*), pengembangan (*development*), Implementasi (*implementation*), dan evaluasi (*evaluation*). Namun, penelitian ini dibatasi hanya pada uji validitas dan kepraktisan. Uji validitas melibatkan dua orang ahli media dan ahli materi, sedangkan uji kepraktisan melibatkan uji perorangan kepada tiga peserta didik dan uji kelompok kecil kepada dua belas peserta didik yang mewakili kemampuan kognitif tinggi, sedang, dan rendah. Analisis data dilakukan secara deskriptif kualitatif dan kuantitatif. Hasil penelitian menunjukkan bahwa, (1) rancangan penelitian pengembangan menghasilkan produk media *game* edukasi pada materi fungi siswa fase E; (2) validitas media dari aspek materi dan media mendapatkan skor satu yang termasuk pada kriteria validitas tinggi; dan (3) hasil dari uji kepraktisan media pada uji perorangan memperoleh hasil 82% yang dikategorikan sangat praktis, dan uji kelompok kecil memperoleh hasil 89% yang juga dikategorikan sangat praktis. Hasil penelitian menunjukkan bahwa media *game* edukasi “*Edushroom*” dapat digunakan secara praktis sebagai media pembelajaran yang dapat membantu proses pembelajaran dengan memberikan pengalaman belajar yang lebih bervariasi dan menarik serta menyenangkan, terutama pada materi fungi. Berdasarkan hal tersebut, saran dari penulis adalah tindak lanjut uji keefektifitas pada proses pembelajaran. untuk mengetahui sejauh mana penggunaan media dapat memengaruhi hasil belajar peserta didik.

Kata Kunci: ADDIE, Media, *Game* Edukasi, Fungi

**DEVELOPMENT OF EDUCATIONAL *GAME* MEDIA “*EDUSHROOM*”
ORIENTED TO LOCAL CULTURE ON THE MATERIAL OF FUNGI
STUDENTS PHASE E SMA NEGERI 2 SINGARAJA**

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ABSTRACT

The purpose of this study was to determine the design, test the validity, and assess the practicality of a locally-oriented educational game medium for teaching fungi to students in phase E. The development of this medium used the ADDIE model, which consists of five systematic stages: analysis, design, development, implementation, and evaluation. However, this study is limited to testing validity and practicality. The validity test involved two media experts and subject matter experts, while the practicality test involved individual testing of three students and small group testing of twelve students representing high, moderate, and low cognitive abilities. Data analysis was conducted using descriptive qualitative and quantitative methods. The research results showed that: (1) the research and development design produced an educational game media product on fungal material for students in phase E; (2) the validity of the media from the content and media aspects received a score of one, which falls under the criteria for high validity; and (3) The results of the practicality test of the media in individual tests obtained a score of 82%, which was categorized as very practical, and small group tests obtained a score of 89%, which was also categorized as very practical. The research results indicate that the educational game medium “Edushroom” can be practically used as a learning medium that can assist the learning process by providing more varied, engaging, and enjoyable learning experiences, particularly for fungal-related content. Based on this, the author's recommendation is to conduct further testing on the effectiveness of the learning process to determine the extent to which the use of the medium can influence students' learning outcomes.

Keywords: ADDIE, Media, Educational *Game*, Fungi