

PENGEMBANGAN GAME “I LUBDAKA” SEBAGAI SARANA PELESTARIAN SATUA BALI DAN AKSARA BALI

Oleh

I Gede Arya Yasoda Putra, NIM 2015051090

Program Studi Pendidikan Teknik Informatika

Jurusan Teknik Informatika

Fakultas Teknik dan Kejuruan

Universitas Pendidikan Ganesha

Email : arya.yasoda@undiksha.ac.id

ABSTRAK

Penelitian ini dilatarbelakangi dari fenomena yakni eksistensi budaya bali yakni satua bali serta aksara bali dimasyarakat bali khususnya generasi muda mulai memudar. Penelitian ini bertujuan untuk menghasilkan media atau sarana dengan kecanggihan teknologi khususnya teknologi digital sebagai sarana pendukung upaya pelestarian budaya. Penelitian ini termasuk kedalam jenis penelitian dan pengembangan, dengan menggunakan model pengembangan GDLC atau *Game Development Life Cycle*. Dari penelitian ini, didapat hasil yakni terciptanya aplikasi game yang mengadopsi materi dari satua atau cerita yakni satua I Lubdaka serta juga materi Aksara Bali. Selain itu hasil pengujian yang dilakukan didapat bahwa (1) *White box* dan *Black box testing* dengan hasil Seluruh fungsi dalam aplikasi berjalan sesuai harapan, (2) Uji Ahli Isi dengan hasil validitas Sangat Tinggi, (3) Uji Ahli Media serta dengan hasil validitas Sangat Tinggi (4) Uji Respon Pengguna dengan hasil yang tergolong kategori Sangat Positif dengan Kualifikasi Sangat Baik.

Kata Kunci : Game, Satua Bali, Aksara Bali, GDLC (Game Development Life Cycle), R&D (Research and Development).

DEVELOPMENT OF THE GAME “I LUBDAKA” AS A MEDIUM OF PRESERVING BALINESE FOLKTALES AND BALINESE SCRIPT

By

I Gede Arya Yasoda Putra, ID of Student 2015051090

Program Study of Informatics Engineering Education

Department of Informatics Engineering

Faculty of Engineering and Vocational Education

Ganesha University of Education

Email : arya.yasoda@undiksha.ac.id

ABSTRACT

This research is motivated by a fading of presence of Balinese Culture, especially Balinese folktales (*satua bali*) and Balinese script (*aksara bali*), among the Balinese community, especially among the younger generation. The goal of this research is to produce a medium that utilizes modern digital technology for support the preservation of cultural heritage. The type of this research is research and development (R&D) and using the Game Development Life Cycle (GDLC) model. The result of this research is a game application that adopts content from the balinese folktales “I Lubdaka” and also incorporates elements of Balinese script. And the result of the testing process showed : (1) White box and Black box testing confirmed that all of function of the aplication is can work as intended, (2) Content expert validation yeilded a result that is very high validity, (3) Media expert validation is also yeilded a result that is veri high validity and for (4) User response testing is resulted in a very positive category with excellent qualification.

Keywords : Game, Balinese Folktales, Balinese Script, GDLC (Game Development Life Cycle), R&D (Research and Development).