

**PENGEMBANGAN *GAME* EDUKASI *MOBILE* SEBAGAI MEDIA  
PENDUKUNG PENINGKATAN KECERDASAN MUSIKAL  
ANAK DI SEKOLAH MENENGAH PERTAMA**

Oleh

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**ABSTRAK**

Penelitian ini dilatarbelakangi oleh belum optimalnya pembelajaran seni musik, khususnya materi notasi musik, di Sekolah Menengah Pertama yang berdampak pada rendahnya kecerdasan musikal siswa serta minimnya pemanfaatan media pembelajaran interaktif berbasis teknologi. Penelitian ini bertujuan untuk mengembangkan media pembelajaran berupa game edukasi mobile yang dapat membantu siswa memahami notasi musik serta mendukung peningkatan kecerdasan musikal mereka. Metode yang digunakan adalah Research and Development (R&D) dengan model pengembangan *Game Development Life Cycle* (GDLC) yang meliputi tahapan *Initiation, Pre-Production, Production, Testing, Beta, dan Release*. Hasil penelitian berupa game edukasi mobile bernama NOMU yang telah melalui proses validasi dan pengujian. Uji ahli isi menunjukkan nilai validitas sebesar 100% dengan kriteria “Sangat valid, atau dapat digunakan tanpa revisi”, sedangkan uji ahli media juga memperoleh nilai validitas sebesar 100% dengan kriteria “Sangat valid, atau dapat digunakan tanpa revisi” setelah melalui tahap penyempurnaan. Selain itu, hasil uji respons pengguna menunjukkan kualifikasi “Sangat Positif” dengan kriteria “Sangat Baik”. Hasil tersebut menunjukkan bahwa media game edukasi mobile yang dikembangkan layak digunakan sebagai media pendukung pembelajaran seni musik dan berpotensi mendukung peningkatan kecerdasan musikal siswa di Sekolah Menengah Pertama. Implikasi penelitian ini menunjukkan bahwa game edukasi mobile dapat menjadi media pembelajaran inovatif yang mendukung pengembangan kecerdasan musikal siswa serta mendorong integrasi teknologi digital dalam pembelajaran seni musik di tingkat Sekolah Menengah Pertama.

**Kata kunci:** *Game Edukasi Mobile*, Kecerdasan Musikal, Notasi Musik  
R & D, MDLC

***DEVELOPMENT OF A MOBILE EDUCATIONAL GAME AS A  
SUPPORTING MEDIA TO ENHANCE STUDENTS' MUSICAL  
INTELLIGENCE IN JUNIOR HIGH SCHOOL***

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***ABSTRACT***

*This study was motivated by the suboptimal implementation of music education, particularly music notation material, in junior high schools, which has resulted in students' low musical intelligence and the limited use of interactive technology-based learning media. This study aims to develop a mobile educational game as a learning medium to help students understand music notation and support the improvement of their musical intelligence. The method used in this study was Research and Development (R&D) with the Game Development Life Cycle (GDLC) development model, which consists of the stages of Initiation, Pre-Production, Production, Testing, Beta, and Release. The result of this study is a mobile educational game called NOMU, which has undergone validation and testing processes. The content expert validation showed a validity score of 100% with the criterion of "Highly Valid, or usable without revision," while the media expert validation also obtained a validity score of 100% with the criterion of "Highly Valid, or usable without revision" after the refinement stage. In addition, the results of the user response test indicated a "Very Positive" qualification with a "Very Good" criterion. These results indicate that the developed mobile educational game is feasible to be used as a supporting medium for music learning and has the potential to support the improvement of students' musical intelligence in junior high schools. The implications of this study suggest that mobile educational games can serve as innovative learning media that support the development of students' musical intelligence and encourage the integration of digital technology in music education at the junior high school level.*

***Kata kunci:*** *Mobile Educational Game, Musical Intelligence, Music Notation, R&D, GDLC*