PENGEMBANGAN GAME 3D MENGHINDARI BULLYING DI KALANGAN REMAJA
(GEMA EMPATI: KISAH CERITA DI KALANGAN REMAJA)

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ABSTRAK

Perundungan merupakan permasalahan sosial yang masih sering terjadi di kalangan remaja dan berdampak negatif terhadap kondisi psikologis serta lingkungan sosial korban. Kurangnya media pembelajaran yang interaktif menyebabkan upaya edukasi mengenai perundungan belum berjalan secara optimal. Penelitian ini bertujuan untuk mengembangkan *game* edukasi 3D sebagai media pembelajaran yang memberikan pemahaman kepada remaja tentang bentuk-bentuk perundungan, cara menyikapinya, serta mendorong sikap empati dan keberanian untuk bertindak. Metode penelitian yang digunakan *adalah Research and Development* (R&D) dengan model pengembangan *Game Development Life Cycle* (GDLC) yang meliputi tahap *Initiation , Pre-production, Production, Alpha Testing, Beta Testing,* dan *Release*. Game berjudul Gema Empati: Kisah Cerita di Kalangan Remaja dikembangkan berbasis *desktop* dengan pendekatan naratif dan sistem dialog interaktif yang mempengaruhi penilaian akhir permainan. Hasil uji validasi menunjukkan bahwa *game* Gema Empati: Kisah Cerita di Kalangan Remaja memiliki tingkat validitas yang sangat tinggi, dengan koefisien validasi ahli isi dan ahli media sebesar 1,00. Pengujian respon pengguna pada tahap *Beta Testing* menggunakan *Game Experience Questionnaire* (GEQ) yang terdiri dari Modul Inti, Modul Kehadiran Sosial, dan Modul Pasca *Game* menunjukkan bahwa pemain memperoleh pengalaman bermain yang positif, cukup terlibat secara emosional dan sosial, serta tidak mengalami tekanan maupun kelelahan yang signifikan setelah bermain. Berdasarkan hasil tersebut, dapat disimpulkan bahwa *game* Gema Empati: Kisah Cerita di Kalangan Remaja layak digunakan sebagai media edukasi alternatif untuk memberikan pembelajaran mengenai perundungan dan menumbuhkan sikap empati pada remaja.

Kata Kunci: *Bullying*, Game Edukasi, *Game Experience Questionnaire* (GEQ), GDLC, Game 3D, Remaja.

3D GAME DEVELOPMENT TO PREVENT BULLYING AMONG ADOLESCENTS (EMPATHY ECHO: STORIES AMONG ADOLESCENTS)

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ABSTRACT

Bullying is a social problem that frequently occurs among adolescents and has a negative impact on the psychological condition and social environment of the victims. The lack of interactive learning media has caused educational efforts related to bullying to be less effective. This study aims to develop a 3D educational game as a learning medium that provides adolescents with an understanding of various forms of bullying, how to respond to them, and encourages empathy as well as the courage to take action. The research method used is Research and Development (R&D) with the Game Development Life Cycle (GDLC) model, which consists of the Initiation, Pre-production, Production, Alpha Testing, Beta Testing, and Release stages. The game entitled Gema Empati: Kisah Cerita di Kalangan Remaja was developed as a desktop-based game using a narrative approach and an interactive dialogue system that influences the final game score. The validation results indicate that Gema Empati: Kisah Cerita di Kalangan Remaja has a very high level of validity, with validation coefficients from both content experts and media experts reaching 1.00. User response testing conducted during the Beta Testing stage using the Game Experience Questionnaire (GEQ), which consists of the Core Module, Social Presence Module, and Post-game Module, shows that players experience positive gameplay, are sufficiently emotionally and socially engaged, and do not experience significant pressure or fatigue after playing. Based on these results, it can be concluded that Gema Empati: Kisah Cerita di Kalangan Remaja is suitable for use as an alternative educational medium to provide learning about bullying and to foster empathy among adolescents.

Keywords: Bullying, Educational Game, Game Experience Questionnaire (GEQ), GDLC, 3D Game, Adolescents.