

**PENGEMBANGAN *GAME* RWA BHINEDA BERBASIS ANDROID
SEBAGAI MEDIA EDUKASI DHARMA MELAWAN ADHARMA MELALUI
MITOLOGI BARONG DAN RANGDA**

Oleh

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ABSTRAK

Degradasi moral disebabkan karena kurangnya pengendalian terhadap Sad Ripu yang merupakan akar dari sifat adharma. Dalam ajaran agama Hindu, konsep dharma (kebaikan) dan adharma (kejahatan) yang tidak dapat terpisahkan dikenal dengan Rwa Bhineda, disimbolkan dengan mitologi Barong dan Rangda. Penelitian ini bertujuan mengembangkan *game* berjudul Rwa Bhineda sebagai media edukasi untuk mengajarkan nilai Dharma melawan Adharma dengan meningkatkan kesadaran akan pentingnya pengendalian diri dari Sad Ripu. *Game* dikembangkan menggunakan metode *Game Development Life Cycle* (GDLC) melalui enam tahapan: *Initialization, Pre-Production, Production, Alpha Testing, Beta Testing, dan Release*. Terdapat 5 pengujian yang dilakukan diantaranya Pengujian *Blackbox* dengan hasil seluruh fitur yang diujikan telah berfungsi dengan sesuai, Pengujian *Whitebox* menghasilkan bahwa seluruh logika permainan yang diujikan sudah berhasil sesuai dengan harapan, pengujian Ahli Isi menunjukkan bahwa materi edukasi yang disajikan dalam *game* telah sesuai dengan ajaran agama Hindu, khususnya terkait konsep Dharma, Adharma, Rwa Bhineda, serta pengendalian Sad Ripu, pengujian Ahli media dengan hasil bahwa *game* Rwa Bhineda sangat layak dalam hal mekanisme permainan, dan pengujian respons pengalaman pengguna berbasis UEQ memperoleh hasil *Excellent* pada aspek *Attractiveness, Efficiency, Dependability, Stimulation, dan Novelty* serta mendapatkan hasil *Good* pada aspek *Perspicuity*. Dengan demikian, pengembangan *game* Rwa Bhineda memperoleh hasil yang valid dan respons yang positif sehingga layak digunakan secara luas.

Kata Kunci: *Game*, Rwa Bhineda, Media Edukasi, Barong, Rangda, Sad Ripu, GDLC

**DEVELOPMENT OF THE ANDROID-BASED GAME 'RWA BHINEDA' AS AN
EDUCATIONAL MEDIA FOR DHARMA AGAINST ADHARMA THROUGH
THE MYTHOLOGY OF BARONG AND RANGDA**

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ABSTRACT

Moral degradation is caused by a lack of control over Sad Ripu, which is the root of adharmas. In Hindu teachings, the inseparable concepts of dharma (goodness) and adharmas (evil) are known as Rwa Bhineda, symbolized by the mythology of Barong and Rangda. This study aims to develop a game titled Rwa Bhineda as an educational medium to teach the values of Dharma against Adharma by increasing awareness of the importance of self-control from Sad Ripu. The game was developed using the Game Development Life Cycle (GDLC) method through six stages: Initialization, Pre-Production, Production, Alpha Testing, Beta Testing, and Release. There were five tests conducted, including Blackbox Testing, which showed that all tested features functioned properly; Whitebox Testing, which showed that all tested game logic worked as expected; Content Expert Testing, which showed that the educational material presented in the game was in accordance with Hindu teachings, particularly related to the concepts of Dharma, Adharma, Rwa Bhineda, and Sad Ripu control; Media Expert Testing, with the result that the Rwa Bhineda game is very feasible in terms of game mechanics; and UEQ-based user experience response testing, which obtained an Excellent result in the aspects of Attractiveness, Efficiency, Dependability, Stimulation, and Novelty, as well as a Good result in the aspect of Perspicuity. Thus, the development of the Rwa Bhineda game has obtained valid results and positive responses, making it suitable for widespread use.

Keywords: *Game, Rwa Bhineda, Educational Media, Barong, Rangda, Sad Ripu, GDLC*