

**PENGEMBANGAN APLIKASI MOBILE BERBASIS ANDROID UNTUK
PEMBELAJARAN *BASITA PARIBASA BALI* MELALUI PERMAINAN
KUIS DUA PEMAIN (*QUIZDUEL*)**

Oleh

I Kadek Diwa Anjapuryana, NIM 2215051015

Program Studi Pendidikan Teknik Informatika

Fakultas Teknik dan Kejuruan

Universitas Pendidikan Ganesha

Singaraja

Email: diwa@student.undiksha.ac.id

ABSTRAK

Rendahnya minat belajar dan keterlibatan peserta didik terhadap mata pelajaran muatan lokal Bahasa Bali, khususnya pada materi *Basita Paribasa Bali*, menjadi permasalahan utama yang melatarbelakangi penelitian ini. Kondisi tersebut disebabkan oleh penggunaan metode pembelajaran konvensional yang kurang interaktif dan belum mampu mengakomodasi kebutuhan belajar peserta didik secara optimal. Penelitian ini bertujuan untuk mengembangkan aplikasi mobile berbasis Android bernama *QuizDuel* yang mengintegrasikan konsep game edukasi melalui mekanisme kuis dua pemain secara sinkron (*real-time*) sebagai solusi media pembelajaran interaktif. Penelitian ini merupakan penelitian pengembangan (*Research and Development*) dengan model pengembangan Agile. Aplikasi dikembangkan menggunakan framework Flutter, Laravel sebagai sistem *backend*, serta Supabase untuk pengelolaan autentikasi dan sinkronisasi data secara *real-time*. Pengujian sistem dilakukan melalui metode *Black Box Testing* dan *White Box Testing*, serta uji validasi oleh ahli isi dan ahli media. Hasil penelitian menunjukkan bahwa aplikasi *QuizDuel* memperoleh koefisien validitas sebesar 1,00 pada uji ahli isi maupun ahli media dengan kriteria “Sangat Valid”. Pengujian respons pengguna menggunakan *User Experience Questionnaire* (UEQ) yang melibatkan 30 peserta didik menghasilkan nilai rata-rata positif pada seluruh aspek, yaitu daya tarik (2,21), kejelasan (2,06), efisiensi (2,22), ketepatan (1,68), stimulasi (2,14), dan kebaruan (1,93), yang seluruhnya berada pada kategori baik hingga sangat baik (*excellent*). Respons guru juga menunjukkan kategori sangat positif dengan kriteria sangat praktis. Berdasarkan hasil tersebut, disimpulkan bahwa aplikasi *QuizDuel* layak digunakan sebagai media pembelajaran interaktif dalam pembelajaran *Basita Paribasa Bali*.

Kata Kunci : *Aplikasi Mobile, Basita Paribasa Bali, Game Edukasi, QuizDuel, UEQ.*

**DEVELOPMENT OF AN ANDROID-BASED MOBILE APPLICATION FOR
LEARNING BASITA PARIBASA BALI THROUGH A TWO-PLAYER QUIZ
GAME (QUIZDUEL)**

By

I Kadek Diwa Anjapuryana, NIM 2215051015

Study Program in Educational Informatics Engineering

Faculty of Engineering and Vocational

Ganesha University of Education

Singaraja

Email: diwa@student.undiksha.ac.id

ABSTRACT

The low interest and involvement of students in the local content subject of Balinese Language, particularly in the material of Basita Paribasa Bali (Balinese Proverbs), is the main issue underlying this research. This condition is caused by the use of conventional teaching methods that are less interactive and have not yet been able to optimally accommodate the learning needs of students. This research aims to develop an Android-based mobile application called QuizDuel that integrates the concept of educational games through a two-player synchronous (real-time) quiz mechanism as an interactive learning media solution. This research is a development study (Research and Development) using the Agile development model. The application was developed using the Flutter framework, Laravel as the backend system, and Supabase for managing authentication and real-time data synchronization. System testing was conducted using Black Box Testing and White Box Testing methods, as well as validation tests by content and media experts. The results show that the QuizDuel application obtained a validity coefficient of 1.00 in both content expert and media expert tests, meeting the criteria of "Very Valid." User response testing using the User Experience Questionnaire (UEQ), which involved 30 students, yielded positive average scores across all aspects: attractiveness (2.21), perspicuity (2.06), efficiency (2.22), dependability (1.68), stimulation (2.14), and novelty (1.93), all of which fall into the good to excellent category. Teacher responses also indicated a very positive category with very practical criteria. Based on these results, it is concluded that the QuizDuel application is suitable for use as an interactive learning medium in the teaching of Basita Paribasa Bali.

Keywords: *Mobile Application, Basita Paribasa Bali, Educational Game QuizDuel, UEQ.*