

**PENGEMBANGAN GAME EDUKASI
DENGAN PENDEKATAN GAME-BASED LEARNING
PADA MATA PELAJARAN INFORMATIKA
DI SMP NEGERI 3 SAWAN**

Oleh

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Penelitian ini bertujuan untuk menghasilkan dan mengetahui respon guru dan murid terhadap pengembangan game edukasi dengan pendekatan game-based learning pada mata pelajaran informatika di SMP Negeri 3 Sawan. Jenis penelitian yang digunakan adalah *Research and Development* (R&D) dengan model pengembangan ADDIE (*Analyze, Design, Development, Implementation, Evaluation*). Penelitian ini dilakukan pada 36 murid dan seorang guru yang mengampu mata pelajaran Informatika. Pengumpulan data dalam penelitian ini didapatkan dengan menggunakan lembar validasi ahli, angket uji coba perorangan, uji coba kelompok kecil, uji lapangan, angket uji respon guru dan murid. Hasil perhitungan ahli isi dan ahli media dengan skor masing masing 1,00 mendapat kriteria “Sangat Tinggi”. Pengujian dari uji coba perorangan mendapat presentase skor 92% dengan kualifikasi “Sangat Baik”, uji coba kelompok kecil mendapat presentase skor 90,07% dengan kualifikasi “Sangat Baik”, dan uji lapangan mendapat presentase skor 94,06% dengan kualifikasi “Sangat Baik”. Hasil perhitungan uji respon guru mendapat rata-rata skor 45 dengan kategori “Sangat Positif”, respon murid mendapat skor rata-rata 67,5 dengan kategori “Sangat Positif”. Sehingga, penelitian ini dapat disimpulkan bahwa pengembangan game edukasi ini mendapat kualitas produk sangat valid, sangat baik, dan sangat praktis.

Kata Kunci: Pengembangan, Game Edukasi, Game-Based Learning, Informatika

**DEVELOPMENT OF AN EDUCATIONAL GAME
USING A GAME-BASED LEARNING APPROACH
IN INFORMATICS SUBJECTS
AT SMP NEGERI 3 SAWAN**

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ABSTRACT

This study aims to develop an educational game and to determine teachers and students responses to the development of educational games with a Game-Based Learning approach in the Informatics subject at SMP Negeri 3 Sawan. The type of research used is Research and Development (R&D) with the ADDIE development model (Analyze, Design, Development, Implementation, Evaluation). This research was conducted on 36 students and a teacher who teaches Informatics subject. Data collection in this study was obtained using expert validation sheets, individual trial questionnaires, small group trials, field tests, and teacher and student response questionnaires. Testing from individual trials got a score percentage of 92% with the qualification "Very Good", small group trials got a score percentage of 90,07% with the qualification "Very Good", and the field test got a scorepercentage of 94.06% with the qualification " Very good". The results of the calculation of the teacher's response test got an average score of 45 in the "Very Positive" category, student responses got an average score of 67,5 in the "Very Positive" category. So, this study can be concluded that the educational game development has very valid, very good, and very practical.

Keywords: Development, Educational Game, Game-Based Learning, Informatics