

PENGEMBANGAN MEDIA *GAME* BERORIENTASI BUDAYA BALI *MECARU* PADA MATERI KEANEKARAGAMAN HAYATI DENGAN PENDEKATAN PEMBELAJARAN MENDALAM DI KELAS X SMA

Oleh

Made Allan Theja Kurniawan, NIM 2213041018

**Jurusan Biologi dan Perikanan Kelautan, Fakultas Matematika dan Ilmu
Pengetahuan Alam, Universitas Pendidikan Ganesha**

ABSTRAK

Penelitian ini bertujuan untuk menghasilkan media *game gaharu* berorientasi budaya *Bali Mecaru* pada materi keanekaragaman hayati dengan pendekatan pembelajaran mendalam di kelas X SMA yang valid dan praktis. Penelitian ini merupakan penelitian pengembangan atau *Research and Development* (R&D) dengan model ADDIE yang terdiri atas tahap *analysis*, *design*, *development*, *implementation*, dan *evaluation*. Produk yang dikembangkan berupa media *game* berbasis *Unity* yang mengintegrasikan materi keanekaragaman hayati, budaya *Bali Mecaru panca sata*, *Game Based Learning*, prinsip pembelajaran mendalam, dan *Cognitive Theory of Multimedia Learning*. Subjek uji validitas terdiri atas dua ahli materi dan dua ahli media, sedangkan uji kepraktisan melibatkan 32 murid kelas X SMA Negeri 1 Sukasada dan respon terhadap 11 guru biologi. Data dikumpulkan melalui angket validitas dan angket kepraktisan, kemudian dianalisis secara deskriptif kuantitatif dan kualitatif. Hasil penelitian menunjukkan bahwa media *game gaharu* memperoleh nilai Koefisien Validitas Gregory sebesar 0,90 dari ahli materi dengan kategori sangat valid dan 1,00 dari ahli media dengan kategori sangat valid. Hasil uji kepraktisan menunjukkan bahwa media memperoleh persentase 97,30% dari murid dan 95,54% dari guru, keduanya berada pada kategori sangat praktis.

Kata Kunci: Budaya *Bali Mecaru*, *Game* Edukasi, Keanekaragaman Hayati, Media Pembelajaran, Pembelajaran Mendalam

DEVELOPMENT OF A CULTURALLY-ORIENTED BALINESE *MECARU* GAME MEDIA ON BIODIVERSITY CONTENT USING A DEEP LEARNING APPROACH IN 10TH GRADE HIGH SCHOOL CLASSES

By

Made Allan Theja Kurniawan, NIM 2213041018

**Departement of Biology and Marine Fisheries, Faculty of Mathematics and
Natural Science, Ganesha University of Education**

ABSTRACT

This study aimed to develop *gaharu* game media oriented toward Balinese Mecaru culture on biodiversity material using a deep learning approach for Grade X senior high school students that is valid and practical. This study employed Research and Development (R&D) using the ADDIE model, which consists of the stages of analysis, design, development, implementation, and evaluation. The product developed was a Unity-based game media that integrates biodiversity material, Balinese Mecaru panca sata culture, Game-Based Learning, deep learning principles, and the Cognitive Theory of Multimedia Learning. The validity test involved two material experts and two media experts, while the practicality test involved 32 Grade X students of SMA Negeri 1 Sukasada and responses from 11 biology teachers. Data were collected using validity and practicality questionnaires and were analyzed through quantitative and qualitative descriptive analysis. The results showed that the *gaharu* game media obtained a Gregory Validity Coefficient of 0.90 from material experts, categorized as highly valid, and 1.00 from media experts, also categorized as highly valid. The practicality test results showed that the media obtained a percentage of 97.30% from students and 95.54% from teachers, both of which were categorized as highly practical.

Keywords: Balinese *Mecaru* Culture, Biodiversity, Deep Learning, Educational Game, Learning Media