

GAMIFIKASI SISTEM GERAK PADA MANUSIA

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ABSTRAK

Tujuan penelitian ini untuk merancang, mengimplementasikan dan mengetahui tingkat kelayakan media serta mengetahui respon siswa terhadap pengembangan media berkonsep gamifikasi serta menambah pemahaman sekaligus motivasi siswa untuk mengikuti pembelajaran agar membuat suasana pembelajaran menjadi lebih menyenangkan khususnya mata pelajaran Biologi materi sistem gerak pada manusia di kelas XI MIPA SMA N 2 Singaraja. Pengembangan Gamifikasi sistem gerak pada manusia menggunakan metode Multimedia Development Life Cycle (MDLC) yang memiliki 6 tahapan pengembangan. Tahapan-tahapan MDLC yaitu pengonsepan, perancangan, pengumpulan bahan, pembuatan, pengujian, dan pendistribusian. Beberapa pengujian dilaksanakan untuk mengetahui tingkat keefektifan media pembelajaran Gamifikasi sistem gerak pada manusia diantaranya uji ahli materi mendapatkan persentase 100%, uji ahli media diperoleh 100%, uji efektifitas diperoleh persentase keberhasilan sebesar 73,5%. Sedangkan uji respon siswa diperoleh persentase 87,55%, jika diubah ke dalam tabel respon siswa termasuk ke kategori “baik”.

Kata kunci : Gamifikasi, MDLC, sistem gerak pada manusia

GAMIFICATION OF THE HUMAN MOVEMENT SYSTEM

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ABSTRACT

The purpose of this study was to design, implement and determine the level of media feasibility and determine student responses to the development of gamification concept media and increase students' understanding as well as motivation to take part in learning in order to make the learning atmosphere more enjoyable, especially the subject of Biology, material for human movement systems in class XI MIPA. SMA N 2 Singaraja. Gamification development of the motion system in humans uses the Multimedia Development Life Cycle (MDLC) method which has 6 stages of development. The stages of MDLC are concept, design, material collecting, assembly, testing, and distribution. Several tests were carried out to determine the level of effectiveness of the learning media. Gamification of the motion system in humans, including the material expert test got a percentage of 100%, the media expert test was obtained 100%, the effectiveness test obtained a success percentage of 73.5%. While the student response test obtained a percentage of 87.55%, if it was changed to the student response table it was included in the "good" category.

Key words : Gamification, MDLC, human movement system