PENGEMBANGAN *GAME* EDUKASI *DRAG AND DROP* BERBASIS ANDROID UNTUK TOPIK ALAT PERNAPASAN MANUSIA DAN HEWAN KELAS V SD

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ABSTRAK

Tujuan penelitian ini, yaitu (1) menghasilkan media *game* edukasi *drag and drop* berbasis android untuk topik alat pernapasan manusia dan hewan kelas V SD, (2) mengungkapkan respon guru terhadap *game* edukasi *drag and drop* berbasis android, dan (3) mengungkapkan respon siswa terhadap *game* edukasi *drag and drop* berbasis android. Penelitian pengembangan ini menggunakan model *ADDIE*. Karena keterbatasan waktu tahap implementasi dan evaluasi tidak terlaksana. Subjek dalam penelitian ini adalah *game* edukasi *drag and drop* berbasis android untuk topik alat pernapasan manusia dan hewan sedangkan objeknya validitas isi yang ditinjau dari *Exper Judgement* dan kelayakan media *game* yang ditinjau dari persepsi pengguna, yaitu guru dan siswa. Data dikumpulkan dengan kuesioner. Analisis data menggunakan analisis deskriptif kuantitatif. Hasil analisis data sebagai berikut. Hasil uji materi dan media mendapatkan skor tertinggi sebesar 1 kategori sangat valid dan terendah 0,75 kategori valid, penilaian praktisi memperoleh persentase 95% kualifikasi sangat baik, sedangkan penilaian siswa memperoleh persentase 94,4% kualifikasi sangat baik. Dari hasil analisis data dikatakan bahwa *game* edukasi *drag and drop* berbasis android valid dan berkualitas sangat baik digunakan untuk topik alat pernapasan manusia dan hewan kelas V SD.

Kata kunci: *Game* edukasi, *drag and* drop, android, alat pernapasan

THE DEVELOPMENT OF ANDROID-BASED EDUCATIONAL DRAG AND DROP GAMES FOR THE TOPIC OF HUMAN AND ANIMAL RESPIRATORY OF FIFTH GRADE ELEMENTARY SCHOOL

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ABSTRACT

The purposes of this study, namely (1) to produce an android-based drag and drop educational game media for the topic of human and animal respiratory in fifth grade elementary school, (2) to reveal the teacher's response to an android-based drag and drop educational game, and (3) to reveal student responses. towards Android-based drag and drop educational games. This development research uses the ADDIE model. It is due to time constraints; the implementation and evaluation stages were not carried out. The subject in this study was an android-based drag and drop educational game for the topic of human and animal respiratory, meanwhile the object was the content validity in terms of Expert Judgment and the feasibility of game media in terms of user perceptions, namely teachers and students. Data were collected by questionnaire. Data analysis used quantitative descriptive analysis. The results of data analysis were as follows. The results of the material and media test get the highest score of 1 very valid category and the lowest 0.75 valid category, the practitioner's assessment gets a percentage of 95% very good qualifications, while the student assessment gets a percentage of 94.4% very good qualification. From the results of data analysis, it is said that the Android-based drag and drop educational game was valid and of very good quality used for the topic of human and animal respiratory for fifth grade elementary school.

Keywords: Educational game, drag and drop, android, respiratory apparatus