

**PENGEMBANGAN GAME EDUKASI BERBASIS ANDROID
SEBAGAI MEDIA PEMBELAJARAN GEOGRAFI
(Studi Terhadap Siswa Kelas X di MAN 2 Tasikmalaya Pada Materi
Dinamika Atmosfer)
(Rafli Zulkifli, 2023)**

ABSTRAK

Keberhasilan suatu proses pembelajaran dapat dipengaruhi oleh banyak faktor, salah satunya dengan menggunakan media pembelajaran. Media pembelajaran merupakan salah satu bentuk belajar mengajar dengan menggunakan sumber belajar. Salah satu media pembelajaran yang dapat dikembangkan saat ini yaitu media pembelajaran *Game* Edukasi dengan menggunakan *smartphone* Android. Penelitian ini merupakan jenis penelitian pengembangan (*research and development*) dengan prosedur penelitian melalui tiga tahapan yang terdiri *preliminary research* (penelitian pendahuluan), *development or prototyping phase* (pengembangan atau pembuatan prototipe) dan *assesment phase* (penilaian). Penentuan tingkat kelayakan media pembelajaran berdasarkan uji validasi ahli media, ahli materi dan uji coba terbatas dan uji skala luas. Teknik analisis data yang digunakan menggunakan instrumen angket dengan metode skala likert.

Penelitian ini dilakukan di MAN 2 Tasikmalaya terhadap siswa kelas X dengan tujuan penelitian: (1) untuk mengetahui pengembangan *game* edukasi berbasis android sebagai media pembelajaran geografi pada materi dinamika atmosfer dan (2) untuk mengetahui tingkat kelayakan *game* edukasi berbasis android sebagai media pembelajaran geografi pada materi dinamika atmosfer terhadap siswa kelas X di MAN 2 Tasikmalaya.

Hasil penelitian ini adalah : (1) Pengembangan *game* edukasi dibuat dengan *software* Construct 3 dengan hasil *game* yang terdiri dari *splash screen*, halaman menu utama, halaman *level*, halaman cara bermain, halaman pengaturan, halaman *about*, halaman permainan dan halaman *ending game*. (2) Berdasarkan penilaian oleh ahli media diperoleh nilai presentase 85% dengan kategori “sangat layak”. Penilaian oleh ahli materi diperoleh nilai presentase 95% dengan kategori “sangat layak”. Uji coba skala terbatas dengan hasil persentase 88,8% termasuk kedalam kategori “sangat layak”. uji coba skala luas dengan hasil presentase 83,8% dan termasuk kedalam kategori “sangat layak”. Berdasarkan pengujian kelayakan media, materi dan uji coba kepada siswa pada *game* edukasi "Geo Edu", dapat disimpulkan bahwa media tersebut sangat layak untuk dijadikan media pembelajaran geografi.

Kata kunci: Media Pembelajaran, Game edukasi, Android.

**DEVELOPMENT OF ANDROID-BASED EDUCATIONAL GAMES
AS A MEDIA FOR GEOGRAPHY LEARNING
(Study of Class X Students at MAN 2 Tasikmalaya on Atmospheric
Dynamics Material)
(Rafli Zulkifli, 2023)**

ABSTRACT

The success of a learning process can be influenced by many factors, one of which is using learning media. Learning media is a form of teaching and learning using learning resources. One of the learning media that can be developed currently is educational game learning media using an Android smartphone. This research is a type of research and development with research procedures through three stages consisting of preliminary research, development or prototyping phase (development or making a prototype) and assessment phase (assessment). Determining the appropriateness level of learning media is based on validation tests from media experts, material experts and limited trials and wide scale tests. The data analysis technique used was a questionnaire instrument with the Likert scale method.

This research was conducted at MAN 2 Tasikmalaya on class X students with the aim of research: (1) To determine the development of an android-based educational game as a geography learning medium on the subject of atmospheric dynamics, and (2) To determine the level of feasibility of an android-based educational game as a geography learning medium on the subject of atmospheric dynamic for class X students at MAN 2 Tasikmalaya.

The results of this research are: (1) The development of an educational game was made using Construct 3 software with the resulting game consisting of a splash screen, main menu page, level page, how to play page, settings page, about page, game page and game ending page. (2) Based on an assessment by media experts, a percentage value of 85% was obtained in the "very feasible" category. Assessment by material experts obtained a percentage score of 95% in the "very feasible" category. The limited scale trial with a percentage result of 88.8% was included in the "very feasible" category. wide scale trial with a percentage result of 83.8% and is included in the "very feasible" category. Based on testing the suitability of the media, materials and trials with students on the educational game "Geo Edu", it can be concluded that this media is very suitable to be used as a geography learning medium.

Keywords: *Learning Media, Educational Games, Android.*