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GAME EDUKASI SISTEM PEREDARAN DARAH MANUSIA BERBASIS ANDROID UNTUK SISWA KELAS V SD NEGERI 07 MEDONO

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88 + xvi halaman / 69 gambar / 14 tabel / 16 pustaka

ABSTRAK

Tujuan dari penelitian ini adalah terwujudnya game edukasi tentang sistem peredaran darah manusia berbasis android untuk siswa kelas V SD Negeri 07 Medono sebagai media bantu pembelajaran yang interaktif dan menarik. Permasalahan yang ada yaitu dikarenakan pandemi covid 19 belum selesai, proses pembelajaran dilakukan dari rumah secara daring dengan belajar melalui materi di buku paket yang difoto/scan oleh guru ke dalam grup kelas. Hal tersebut memiliki kelemahan dimana kurangnya visualisasi/gambaran tentang materi sistem peredaran darah manusia yang dijelaskan, hal ini berakibat siswa menjadi kesulitan dalam memahami materi sistem peredaran darah manusia pada saat proses pembelajaran. Alat bantu pengembangan sistem yang digunakan berupa struktur navigasi, flowchart, Lembar Kerja Tampilan (LKT), dan storyboard game. Game edukasi ini dirancang menggunakan software Construct 2, dengan metode pengembangan Game Development Life Cycle (GDLC) yang terdiri dari enam tahapan, yaitu inisiasi (initiation), pre-produksi (pra-production), produksi (production), uji coba (testing), beta, dan rilis (release). Game edukasi yang dibangun dapat menampilkan game edukasi 2d dimana terdapat kumpulan materi IPA tentang sistem peredaran darah manusia dan latihan soal. Dalam tahap pengujiannya digunakan pengujian Graphic User Interface (GUI) dan User Acceptance Test (UAT). Melalui serangkaian tahapan pengembangan dan pengujian tersebut maka telah dihasilkan Game Edukasi tentang Sistem Peredaran Darah Manusia Berbasis Android untuk Siswa kelas V SD Negeri 07 Medono.

Kata Kunci : Game Edukasi, Sistem Peredaran Darah, Android

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AN EDUCATIONAL GAME OF HUMAN CIRCULATORY SYSTEM BASED
ON ANDROID FOR STUDENTS CLASS V OF SDN 07 MEDONO
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ABSTRACT

The purpose of this research is to create an educational game based on android about the human circulatory system for students class V of SDN 07 Medono as an interactive and interesting learning media. The main problem is that because the COVID-19 pandemic has not been solved, so that the learning process is done by online from home, by learning through material in textbooks that are photographed/scanned by the teacher into class groups. This way has a weakness where there is a lack of visualization/description of the human circulatory system that is described, as the results, the students are having difficulty understanding the material of the human circulatory system during the learning process. The system development tools used are navigation structure, flowchart, Display Worksheets, and storyboard games. This educational game is designed using Construct 2 software, with the Game Development Life Cycle (GDLC) development method consisting of six stages, such as initiation, pre-production, production, testing, beta, and release. The educational game that is created can display 2d educational game where there is an information collected of Science subject about the human circulatory system and some practice questions as well. In the testing phase, Graphic User Interface (GUI) and User Acceptance Test (UAT) tests are used. Through a series of stages of development and testing, an Educational Game about Human Circulatory System Based on Android has been created for students class V of SDN 07 Medono.

Keywords: Educational Game, Circulatory System, Android