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GAME EDUKASI "BELAJAR SHOLAT YUK" SEBAGAI MEDIA PEMBELAJARAN PENGENALAN RANGKAIAN TATA CARA SHOLAT UNTUK SISWA SEKOLAH DASAR DI MADRASAH IBTIDAIYAH WALISONGO PEKAJANGAN

dibawah bimbingan Much. Rifqi Maulana, M. Kom dan Nur Ika Royanti, M. Kom

ABSTRAK

Dalam pembelajaran Mata Pelajaran Fiqih tentang Rangkaian Tata Cara Sholat di MI Walisongo Pekajangan masih terjadi beberapa kendala yaitu materi tentang Rangkaian Tata Cara Sholat tidak hanya berupa materi lisan dan tulisan, tetapi juga terdapat materi praktek, setiap detail gerakan tata cara sholat yang dilakukan mempunyai bacaan doa yang berbeda-beda dan waktu yang disediakan oleh pihak sekolah untuk pembelajaran Rangkaian Tata Cara Sholat sangat terbatas, sehingga mengakibatkan pembelajaran menjadi kurang maksimal. Dengan mengikuti kemajuan perkembangan teknologi saat ini, MI Walisongo Pekajangan dapat memanfaatkan media pembelajaran berbasis multimedia, seperti membangun Game Edukasi "Belajar Sholat Yuk". Metode pengumpulan data yang digunakan terdiri dari metode wawancara, observasi, kuesioner dan studi literatur. Metode yang digunakan untuk pengembangan menggunakan metode pengembangan multimedia versi Luther Sutopo yang terdiri dari 6 tahapan yaitu Concept, Design, Material Collecting, Assembly, Testing dan Distribution. Metode pengujian sistem menggunakan Graphical User Interface (GUI) dan User Acceptance Test (UAT). Melalui tahap dan metode yang digunakan, maka telah dihasilkan game berupa game edukasi tentang Rangkaian Tata Cara Sholat yang terdiri dari materi Wudhu, Adzan, Iqomah, Sholat Fardhu dan Sholat Dhuha serta 2 permainan yaitu puzzle (10 level) dan quiz. Game edukasi ini dapat digunakan sebagai media pembelajaran guru dan siswa dalam mempelajari Mata Pelajaran Fiqih tentang Rangkaian Tata Cara Sholat serta terciptanya sarana pengembangan metode pembelajaran interaktif yang lebih berkembang. Game edukasi ini masih memerlukan pengembangan lebih lanjut terutama dalam hal penambahan tokoh dalam praktek sholat, penambahan materi doa setelah sholat dan penambahan permainan yang lebih bervariasi.

Kata kunci : Game Edukasi, Tata Cara Sholat, Multimedia

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EDUCATIONAL GAME "LEARN TO PRAY YUK" AS A LEARNING MEDIA INTRODUCTION TO PRAYER PROCEDURES FOR ELEMENTARY SCHOOL STUDENTS AT MADRASAH IBTIDAIYAH WALISONGO PEKAJANGAN

ABSTRACT

In learning the Fiqh Subject about the Series of Procedures for Prayer at MI Walisongo Pekajangan there are still several obstacles, namely the material regarding the Series of Procedures for Prayer not only in the form of oral and written material, but there is also practical material, every detail of the movement of the procedure for prayer that is carried out has prayer readings different times and the time provided by the school for learning the Series of Prayer Procedures is very limited, resulting in less than optimal learning. By following the progress of current technological developments, MI Walisongo Pekajangan can take advantage of multimedia-based learning media, such as building an Educational Game "Let's Learn to Pray". Data collection methods used consisted of interviews, observation, questionnaires and literature studies. The method used for development uses the Luther Sutopo version of the multimedia development method which consists of 6 stages, namely Concept, Design, Material Collecting, Assembly, Testing and Distribution. System testing methods use Graphical User Interface (GUI) and User Acceptance Test (UAT). Through the stages and methods used, a game has been produced in the form of an educational game about a Series of Procedures for Prayer consisting of Ablution, Adhan, Iqomah, Fardhu Prayer and Dhuha Prayer as well as 2 games, namely a puzzle (10 levels) and a quiz. This educational game can be used as a learning medium for teachers and students in learning the Fiqh Subject about Prayer Procedures and creating a means for developing interactive learning methods that are more developed. This educational game still requires further development, especially in terms of adding characters in prayer practice, adding prayer material after prayer and adding more varied games.

Keywords: Educational Games, Prayer Procedures, Multimedia