

NATASYA FANIQOH 19.240.0143

**GAME EDUKASI RAGAM INDONESIA SEBAGAI MEDIA PEMBELAJARAN DI SD NEGERI 01 WERDI BERBASIS ANDROID**

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

204 hal + xvi / 142 gambar / 14 tabel/ 5 lampiran/ 35 daftar pustaka (2011-2013)

**ABSTRAK**

*Dalam pembelajaran Mata Pelajaran IPAS (Ilmu Pengetahuan Alam dan Sosila) tentang Keragaman Budaya Indonesia di SD Negeri 01 Werdi masih terjadi beberapa kendala yaitu materi yang terdapat dibuku paket terlalu terbatas, tidak terlalu spesifik dalam membahas tentang keanekaragaman budaya Indonesia dan memberikan contoh tentang keanekaragaman budaya Indonesia, sehingga mengakibatkan pembelajaran menjadi kurang maksimal. Dengan mengikuti kemajuan perkembangan teknologi saat ini, SD Negeri 01 Werdi dapat memanfaatkan media pembelajaran berbasis multimedia, seperti membangun Game Edukasi Ragam Budaya Indonesia. 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 Ragam Indonesia yang terdiri dari rumah adat dan pakaian adat serta permainan yaitu Game platform (4 level). Game edukasi ini dapat digunakan sebagai media pembelajaran guru dan siswa dalam mempelajari Mata Pelajaran IPAS Tentang Keragaman Budaya Indonesia serta terciptanya sarana pengembangan metode pembelajaran interaktif yang lebih berkembang. Game edukasi ini masih memerlukan pengembangan lebih lanjut terutama dalam hal penambahan materi.*

**Kata kunci : Game edukasi, Ragam Budaya Indonesia, Multimedia**

NATASYA FANIQOH 19.240.0143

INDONESIAN RAGAM EDUCATIONAL GAMES AS A LEARNING MEDIA  
AT SD NEGERI 01 WERDI BASED ON ANDROID

Under the guidance of Much. Rifqi Maulana, M.Kom and Nur Ika Royanti, M.Kom

204 pages + xvi / 142 pictures / 14 tables/ 5 attachments/ 35 bibliography (2011-2013)

**ABSTRACT**

*In learning the IPAS Subject (Natural and Social Sciences) about Indonesian Cultural Diversity at SD Negeri 01 Werdi there are still several obstacles, namely the material contained in the textbook is too limited, not too specific in discussing Indonesian cultural diversity and giving examples of Indonesian cultural diversity , resulting in learning to be less than optimal. By following the progress of current technological developments, SD Negeri 01 Werdi can take advantage of multimedia-based learning media, such as building an Indonesian Cultural Variety Education Game. 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 Indonesian Variety which consists of traditional houses and traditional clothes and Games, namely platform Games (4 levels). This educational Game can be used as a learning medium for teachers and students in studying the Science Subjects on Indonesian Cultural Diversity as well as creating a means of developing interactive learning methods that are more developed. This educational Game still requires further development, especially in terms of adding material.*

**Keywords: Educational Games, Indonesian Cultural Diversity, Multimedia**