

ABSTRAK

Salsyanabila Rivindy Harahap: *Pengembangan Media Pembelajaran Education game Untuk Meningkatkan Pemahaman Materi Sketsa Dan Ilustrasi Kelas X Di SMK Tritech Informatika Medan*. Skripsi. Fakultas Teknik Universitas Negeri Medan 2022.

Penelitian ini bertujuan untuk mengembangkan suatu media pembelajaran yang berbasis game edukasi pada materi sketsa dan ilustrasi di kelas X dan untuk mengetahui suatu hasil pemahaman materi peserta didik setelah menggunakan media pembelajaran *education game* pada materi sketsa dan ilustrasi. Adapun model pengembangan yang digunakan pada penelitian ini ialah ADDIE (*Analysys, Design, Development, Implementation, Evaluaty*) yang mana model ini juga digunakan sebagai desain instuksional dari penelitian. Pada instrument penelitian digunakan *pre-test* dan *post-test* sebagai penentuan hasil belajar. Kelayakan media pembelajaran yang dikembangkan oleh peneliti sebelumnya sudah melalui ahli media, dan ahli materi. Setelah itu, dilakukan uji coba kepada 25 orang siswa kelas X DKV- 2 dimana penelitian ini menggunakan desain *one group pre-test-post-test* sehingga penelitian hanya menggunakan satu kelas saja yaitu kelas X DKV-2 sebagai kelas eksperimen.

Berikut kesimpulan dari hasil penelitian ini ialah: (1) pengembangan *education game* dilakukan dengan beberapa tahapan yaitu penentuan materi, penerapan desain produk, melakukan penilaian validasi terhadap ahli materi dan ahli media, dan melakukan revisi serta uji efektivitas. (2) penilaian validasi terhadap ahli materi didapatkan hasil 4,18 dapat dikategorikan “Sangat Layak”. Hasil penilaian validasi terhadap ahli media didapatkan hasil 4,43 dapat dikategorikan “Sangat Layak”. (3) Hasil belajar yang diperoleh dari *pre-test* didapatkan rata-rata dengan nilai keseluruhan 55,4 sebelum menggunakan *education game* dan hasil belajar dari *post-test* dengan nilai rata-rata keseluruhan ialah 83 setelah menggunakan *education game*, pada hasil uji *n-gain* didapatkan nilai 0,61 yang termasuk ke dalam kategori “sedang” ($>0,3 \leq g \leq 0,7$) sesuai tafsiran keefektifan indeks gain menurut Hake sehingga dapat dikatakan bahwa penggunaan *Education game* efektif untuk meningkatkan pemahaman materi peserta didik pada materi Sketsa dan Ilustrasi kelas X DKV – 2 SMK Tritech Informatika Medan.

Kata Kunci: *Education game*, Sketsa dan Ilustrasi, ADDIE (*Analysys, Design, Development, Implementation, Evaluaty*)

ABSTRACT

Salsyanabila Rivianady Harahap: *Development of Education game Learning Media to Improve Understanding of Class X Sketch and Illustration Material at SMK Tritech Informatika Medan*. Skripsi. Fakultas Teknik Universitas Negeri Medan 2022.

This study aims to develop an educational game-based learning media on sketch and illustration material in class X and to find out the results of students' understanding of the material after using Android-based education game on sketch and illustration material. The development model used in this research is ADDIE (Analysys, Design, Development, Implementation, Evaluation) which is also used as an instructional design for research. In the research instrument used pre-test and post-test as a determination of learning outcomes. The feasibility of learning media developed by previous researchers has gone through media experts and material experts. After that, trials were carried out on 25 students of class X DKV-2 where this study used a one group pre-test-post-test design so that the study only used one class, namely class X DKV-2 as the experimental class.

The following conclusions from the results of this study are: (1) the development of educational games is carried out in several stages, namely determining material, implementing product design, conducting validation assessments of material experts and media experts, and conducting revisions and testing effectiveness. (2) the validation assessment of material experts obtained a result of 4.18 which can be categorized as "Very Eligible". The results of the validation assessment of media experts obtained a result of 4.43 which can be categorized as "Very Eligible". (3) The learning outcomes obtained from the pre-test obtained an average with an overall score of 55.4 before using the education game and the learning outcomes from the post-test with an overall average score of 83 after using the education game, the n-gain test results obtained a value of 0.61 which is included in the "moderate" category ($> 0.3 \leq g \leq 0.7$) according to Hake's interpretation of the effectiveness of the gain index so that it can be said that the use of Education games is effective for increasing students' understanding of material on Sketches and Illustrations for class X DKV – 2 Tritech Vocational School of Informatics Medan.

Keywords: *Education game, Sketches and Illustrations, ADDIE (Analysys, Design, Development, Implementation, Evaluation)*