ABSTRAK

GAME EDUKASI PENGENALAN HEWAN BERDASARKAN HABITATNYA

(STUDI KASUS: SDN 2 GUNUNG TERANG)

Educational Game Introducing Animals Based on Their Habitat at SDN 2 Gunung Terang

Oleh:
EKO NOPENDRA
18312089

Penelitian ini bertujuan untuk mengembangkan game edukasi pengenalan hewan berdasarkan habitat bagi siswa SD N 2 Gunung Terang. Game ini dirancang untuk meningkatkan pemahaman siswa tentang berbagai jenis hewan dan habitatnya dengan menggunakan metode pengembangan sistem Game Development Life Cycle (GDLC) dan model pemodelan sistem Unified Modeling Language (UML). Metode GDLC digunakan untuk memastikan setiap tahap pengembangan, mulai dari perencanaan, desain, pengembangan, pengujian, hingga peluncuran, berjalan secara sistematis dan terstruktur. Model UML digunakan untuk memvisualisasikan dan mendokumentasikan desain sistem game, termasuk diagram use case, diagram kelas, dan diagram urutan, yang membantu dalam memastikan bahwa semua kebutuhan dan fungsi sistem terdefinisi dengan baik. Hasil penelitian menunjukkan bahwa game edukasi ini efektif dalam meningkatkan pemahaman siswa tentang hewan dan habitatnya, serta mendapat respons positif dari siswa dan guru di SD N 2 Gunung Terang.

Kata Kunci: Game Edukasi, Pengenalan Hewan, Habitat, SD N 2 Gunung Terang, Game Development Life Cycle (GDLC), Unified Modeling Language (UML).

ABSTRACT

EDUCATIONAL GAME INTRODUCING ANIMALS BASED ON THEIR HABITAT

(CASE STUDY: SDN 2 GUNUNG TERANG)

Oleh:
EKO NOPENDRA
18312089

This research aims to develop an educational game about animal recognition based on habitat for students at SD N 2 Gunung Terang. This game is designed to increase students' understanding of various types of animals and their habitats by using the Game Development Life Cycle (GDLC) system development method and the Unified Modeling Language (UML) system modeling model. The GDLC method is used to ensure every stage of development, from planning, design, development, testing, to launch, runs systematically and structured. UML models are used to visualize and document game system designs, including use case diagrams, class diagrams, and sequence diagrams, which help in ensuring that all system requirements and functions are well defined. The research results show that this educational game is effective in increasing students' understanding of animals and their habitats, and received a positive response from students and teachers at SD N 2 Gunung Terang.

Keywords: Educational Games, Animal Introduction, Habitat, SD N 2 Gunung Terang, Game Development Life Cycle (GDLC), Unified Modeling Language (UML).