

## ABSTRAK

### MATMANIA – GAME EDUKASI PENGENALAN MATEMATIKA TINGKAT DASAR UNTUK KELAS 2

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Beberapa siswa Indonesia menganggap matematika sebagai salah satu mata pelajaran yang paling sulit untuk dipelajari, siswa sering mengalami pemecahan masalah matematika dengan keterampilan matematika yang sulit dipelajari. Untuk mengatasi permasalahan ini, pembuatan *game* edukasi yang berjudul "MATMANIA – GAME EDUKASI PENGENALAN MATEMATIKA TINGKAT DASAR UNTUK KELAS 2" menjadi solusi yang tepat dalam mendukung proses belajar siswa melalui pendekatan permainan edukatif. *Game* ini dirancang menggunakan Construct 2 dengan format 2D dan dikembangkan melalui metode *Game Development Life Cycle* (GDLC).

Penelitian ini bertujuan menyediakan media pembelajaran yang dapat meningkatkan minat untuk pengenalan matematika dasar yang mudah dipahami oleh siswa kelas 2 SD. Pengujian game dilakukan dengan metode *Black Box Testing* dan *System Usability Scale* (SUS). *Black Box Testing* digunakan untuk menguji fungsionalitas *game* yang menunjukkan game sudah "Berhasil Sesuai Harapan". Pada pengujian *System Usability Scale*, *game* ini memperoleh skor 84,083 dari 30 responden yang dinyatakan dengan predikat "Sangat Baik" dan mencapai grade B. Hasil ini menunjukkan bahwa MATMANIA dapat diterima dengan baik sebagai media pembelajaran matematika yang dapat meningkatkan minat siswa.

**Kata kunci:** *Game* Edukasi, Matematika Dasar, *Game Development Life Cycle* (GDLC), *System Usability Scale* (SUS), *Black Box Testing*.

## ABSTRACT

### MATMANIA – EDUCATIONAL GAME FOR INTRODUCING ELEMENTARY LEVEL MATH FOR GRADE 2

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Some Indonesian students consider math as one of the most difficult subjects to learn, students often experience math problem solving with mathematical skills that are difficult to learn. To overcome this problem, the creation of an educational game entitled “MATMANIA - EDUCATIONAL GAME FOR INTRODUCING ELEMENTARY LEVEL MATH FOR GRADE 2” is the right solution in supporting the student learning process through an educational game approach. This game was designed using Construct 2 with 2D format and developed through Game Development Life Cycle (GDLC) method.

This research aims to provide learning media that can increase interest in introducing basic math that is easily understood by grade 2 students. Game testing was carried out using Black Box Testing and System Usability Scale (SUS) methods. Black Box Testing is used to test the functionality of the game which shows the game has “Successful as Expected”. In System Usability Scale testing, this game obtained a score of 84.083 from 30 respondents who were declared “Very Good” and reached grade B. These results indicate that MATMANIA can be used as a learning tool for elementary school students. These results show that MATMANIA can be well received as a math learning media that can increase student interest.

**Keywords:** Educational Game, Basic Math, Game Development Life Cycle (GDLC), System Usability Scale (SUS), Black Box Testing.