ABSTRAK

GAME EDUKASI PENGENALAN BENDA LANGIT UNTUK KELAS 5 SD BERBASIS ANDROID

Oleh :

MUHAMAD ADI PANGESTU

17312089

Pembelajaran tentang tata surya di sekolah dasar seringkali dianggap sulit oleh siswa karena kompleksitas karakteristik dari setiap planet. Untuk mengatasi kesulitan ini, dikembangkan sebuah game edukasi berbasis Android yang menggabungkan beberapa genre, yaitu kuis edukasi dan petualangan. Penelitian ini menggunakan metode Game Development Life Cycle (GDLC) untuk menciptakan desain dan implementasi yang spesifik dan kompleks. Berdasarkan hasil pengujian fungsionalitas, game ini berfungsi dengan baik tanpa kesalahan. Selain itu, hasil pengujian menggunakan ISO 25010 menunjukkan skor 870 dari total skor maksimal 920, yang berarti rata-rata nilai 94,5% dan masuk dalam kategori "Sangat Layak" sehingga Dengan hasil yang telah disebutkan, maka dapat dihasilkan game edukasi benda langit yang memiliki katagori sangat layak yang artinya dapat membantu guru dalam mengedukasi benda langit dan siswa dapat memahami benda langit dengan baik sehingga game ini dapat digunakan dengan semestinya. Kesimpulannya, game ini efektif dalam membantu guru mengedukasi siswa kelas 5 SD tentang benda langit melalui teknologi smartphone, meningkatkan pemahaman dan minat belajar siswa.

Kata Kunci: Langit, Game, Godot, GDLC

ABSTRACT

EDUCATIONAL GAME FOR INTRODUCING CELESTIAL OBJECTS FOR 5TH GRADE STUDENTS BASED ON ANDROID

By :

MUHAMAD ADI PANGESTU

17312089

Learning about the solar system in elementary school is often considered difficult by students due to the complex characteristics of each planet. To overcome this difficulty, an Android-based educational game was developed that combines several genres, namely educational quiz and adventure. This research utilizes the Game Development Life Cycle (GDLC) method to create a specific and complex design and implementation. Based on the results of functionality testing, this game works well without errors. In addition, the test results using ISO 25010 show a score of 870 out of a total maximum score of 920, which means the average score is 94.5% and falls into the "Very Feasible" category so that with the results that have been mentioned, it can be produced a celestial body educational game that has a very feasible category which means that it can help teachers in educating celestial bodies and students can understand celestial bodies well so that this game can be used properly. In conclusion, this game is effective in helping teachers educate 5th grade elementary school students about celestial bodies through smartphone technology, increasing students' understanding and interest in learning.

Keywords: Sky, Game, Godot, GDLC