

ABSTRAK

PERANCANGAN MEDIA PEMBELAJARAN PADA TK AL – IKHLAS MENGUNAKAN *GAME* DIGITAL 2D

(Muhammad Billian, 2025: 111 halaman)

Pendidikan anak usia dini merupakan tahap fundamental dalam membentuk kemampuan kognitif, motorik, dan bahasa. Namun, proses pembelajaran konvensional di TK Al-Ikhlas masih belum mampu menarik minat siswa secara optimal, sehingga berdampak pada rendahnya pemahaman terhadap materi pembelajaran. Penelitian ini tujuannya untuk merancang dan menciptakan media pembelajaran dalam bentuk *game* digital 2D yang interaktif dan edukatif guna meningkatkan minat dan pemahaman siswa. Metode yang dipakai adalah *Research and Development* (R&D) versi Sugiyono, digabungkan melalui metode pengembangan *Multimedia Development Life Cycle* (MDLC) yang meliputi dari enam tahap: *concept*, *design*, *material collecting*, *assembly*, *testing*, dan *distribution*. *Game* “*Smart Playground*” dirancang menggunakan Unity dan Adobe Illustrator, dengan konten pembelajaran meliputi pengenalan angka, huruf, huruf hijaiyah, menyambung kata, merangkai kata, dan operasi bilangan. Hasil pengujian menggunakan *Blackbox Testing* menunjukkan semua fungsi aplikasi berjalan dengan baik. Validasi oleh ahli materi dan media menunjukkan persentase kelayakan sangat baik. Selain itu, hasil uji *pre-test* dan *post-test* terhadap 29 siswa menunjukkan peningkatan signifikan pemahaman materi, dengan nilai rata-rata N-Gain sebesar 0,93 atau 93%, yang termasuk dalam kategori tinggi. Berdasarkan hasil tersebut, media pembelajaran ini dinyatakan efektif dalam meningkatkan pemahaman siswa TK terhadap materi, serta layak digunakan sebagai media pembelajaran alternatif di tingkat pendidikan anak usia dini.

Kata Kunci: game edukasi, anak usia dini, digital 2D, MDLC, TK Al-Ikhlas

ABSTRACT

LEARNING MEDIA DESIGN IN AL KINDERGARTEN – IKHLAS USING 2D DIGITAL GAMES

(Muhammad Billian, 2025: 111 pages)

Early childhood education is a fundamental stage in developing cognitive, motoric, and language skills. However, the conventional learning process in Al-Ikhlâs Kindergarten is still unable to attract students' interest optimally, resulting in low understanding of the learning material. This study aims to design and create learning media in the form of interactive and educational 2D digital games to increase students' interest and understanding. The method used is Research and Development (R&D) version of Sugiyono, combined through the Multimedia Development Life Cycle (MDLC) development model covering of six stages: concept, design, material collecting, assembly, testing, and distribution. The "Smart Playground" game is designed using Unity and Adobe Illustrator, with learning content including introduction to numbers, letters, hijaiyah letters, connecting words, arranging words, and number operations. The test results using Blackbox Testing show that all application functions run well. Validation by material and media experts shows a very good percentage of feasibility. In addition, the results of the pre-test and post-test on 29 students showed a significant increase in understanding the material, with an average N-Gain value of 0.93 or 93%, which is included in the high category. Based on these results, this learning media is declared effective in improving kindergarten students' understanding of the material, and is suitable for use as an alternative learning media at the early childhood education level.

Keywords: educational games, early childhood, digital 2D, MDLC, TK Al-Ikhlâs