ABSTRAK

GAME EDUKASI INTERAKTIF BERBASIS *GAME DEVELOPMENT LIFE CYCLE* (GDLC) PADA PEMBELAJARAN IPAS DI SEKOLAH DASAR

Miftah Azzura Ramadavini 2025 : 162 halaman

Penelitian ini dilatarbelakangi oleh kebutuhan akan media pembelajaran inovatif yang dapat meningkatkan motivasi dan pemahaman siswa. Tujuan dari penelitian ini adalah untuk mengembangkan game edukasi berbasis Android 'Magisfun', serta menguji tingkat kelayakan dan efektivitasnya dalam meningkatkan hasil belajar siswa kelas V pada materi Magnet, Listrik, dan Teknologi. Metode pengembangan yang digunakan mengadaptasi model *Game Development Life Cycle* (GDLC). Uji kelayakan dilakukan melalui validasi oleh dua ahli materi dan tiga ahli media, sementara uji efektivitas menggunakan desain *one-group pretest-posttest* pada 30 siswa di SD Negeri 85 Palembang. Hasil penelitian menunjukkan *game* 'Magisfun' dinyatakan Sangat Layak sebagai media pembelajaran, dengan skor rata-rata 96% dari ahli materi dan 86,25% dari ahli media. Selain itu, produk terbukti Sangat Efektif meningkatkan hasil belajar, yang ditunjukkan oleh kenaikan skor rata-rata dari 42,29 (*pre-test*) menjadi 87,81 (*post-test*), dengan perolehan N-Gain *Score* sebesar 0,79 (kategori "Tinggi"). Oleh karena itu, penelitian ini berhasil menghasilkan sebuah media pembelajaran berbasis *game* yang tidak hanya teruji kelayakan dan efektivitasnya, tetapi juga menawarkan solusi praktis untuk meningkatkan pemahaman siswa.

Kata kunci: *game* edukasi, efektivitas pembelajaran, *game development life cycle* (GDLC), IPAS

ABSTRACT

AN INTERACTIVE EDUCATIONAL GAME BASED ON THE GAME DEVELOPMENT LIFE CYCLE (GDLC) FOR NATURAL AND SOCIAL SCIENCES (IPAS) LEARNING IN ELEMENTARY SCHOOL

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This research is motivated by the need for innovative learning media to enhance student motivation and understanding. The objective of this study is to develop an Android-based educational game, 'Magisfun', and to assess its feasibility and effectiveness in improving the learning outcomes of fifth-grade students on the subject matter of Magnetism, Electricity, and Technology. The development method adapts the Game Development Life Cycle (GDLC) model. Feasibility was evaluated through validation by two material experts and three media experts, while a one-group pretest-posttest design was used to measure effectiveness with 30 students at SD Negeri 85 Palembang. The findings revealed that the 'Magisfun' game was declared "Highly Feasible" as a learning medium, receiving average scores of 96% from material experts and 86.25% from media experts. Furthermore, the product was proven "Highly Effective" in improving student learning outcomes. This was demonstrated by an increase in the average score from 42.29 (pre-test) to 87.81 (post-test), resulting in an N-Gain Score of 0.79, which falls into the "High" category. Therefore, this research has successfully resulted in a game-based learning medium that is not only proven to be feasible and effective, but also offers a practical solution to enhance student understanding.

Keywords: *educational game, learning effectiveness, n-gain, game development life cycle (GDLC), IPAS.*