

ABSTRAK

GAME EDUKASI PENGENALAN BUDAYA DAN ALAM
SUMATERA SELATAN BERBASIS *ROLE-PLAYING GAME*
PADA SDN 186 PALEMBANG

(Adelia Septiani Putri, 2025, 176 Halaman)

Setiap daerah di Indonesia memiliki kekayaan budaya dan alam yang perlu dikenalkan sejak dini kepada generasi muda, termasuk Provinsi Sumatera Selatan. Namun, proses pembelajaran budaya di sekolah dasar masih banyak dilakukan secara konvensional dan minim inovasi. *Game edukasi menjadi salah satu pendekatan alternatif yang dinilai mampu memberikan pengalaman belajar yang lebih interaktif dan menyenangkan bagi siswa.* Oleh karena itu, penelitian ini bertujuan untuk merancang dan mengembangkan sebuah *game* edukasi berbasis *Role-Playing Game* (RPG) sebagai media pembelajaran interaktif yang dapat membantu siswa kelas 5 dalam mengenal budaya dan alam Sumatera Selatan. Metode pengembangan yang digunakan adalah *Game Development Life Cycle* (GDLC) model Heather Maxwell Chandler, yang mencakup tahapan pra-produksi, produksi, pengujian, dan pascaproduksi. *Game* ini dirancang dengan mengadopsi konsep RPG, yang mencakup elemen permainan peran, eksplorasi wilayah dalam mempelajari materi, alur cerita yang menyatu dalam *gameplay*, serta tantangan kuis sebagai bentuk penguatan pemahaman. Pengujian alpha dilakukan oleh ahli materi dan ahli media. Hasil pengujian menunjukkan bahwa aspek materi memperoleh persentase kelayakan sebesar 93,33%, sedangkan aspek media mencapai 87,78%, yang keduanya tergolong dalam kategori “sangat baik”. Selanjutnya, pada tahap pengujian beta yang melibatkan 31 siswa kelas 5, diperoleh rata-rata nilai N-Gain sebesar 61,43% dengan interpretasi “cukup efektif”. Hasil ini menunjukkan bahwa *game* yang dikembangkan layak digunakan dan mampu membantu siswa dalam mengenal budaya dan alam Sumatera Selatan.

Kata kunci: *Game* Edukasi, Budaya, Sumatera Selatan, *Role-Playing Game*, GDLC.

ABSTRACT

**EDUCATIONAL GAME FOR INTRODUCING THE CULTURE AND
NATURE OF SOUTH SUMATRA BASED ON ROLE-PLAYING GAME
AT SDN 186 PALEMBANG**

(Adelia Septiani Putri, 2025, 176 pages)

Every region in Indonesia has its own cultural and natural wealth that should be introduced early to younger generations, including South Sumatra Province. However, the process of cultural learning in elementary schools is still largely carried out conventionally and lacks innovation. Educational games have emerged as an alternative approach considered capable of providing a more interactive and engaging learning experience for students. Therefore, this study aims to design and develop an educational game based on the Role-Playing Game (RPG) model as an interactive learning medium to help 5th-grade students recognize the culture and nature of South Sumatra. The development method used is the Game Development Life Cycle (GDLC) by Heather Maxwell Chandler, which includes the stages of pre-production, production, testing, and post-production. The game is designed by adopting RPG concepts, which include role-playing elements, area exploration to learn the material, a storyline integrated into the gameplay, and quiz challenges as reinforcement. Alpha testing was conducted by subject matter experts and media experts. The results showed that the material aspect received an eligibility percentage of 93.33%, while the media aspect reached 87.78%, both categorized as "very good." Furthermore, in the beta testing phase involving 31 fifth-grade students, the average N-Gain score was 61.43%, interpreted as "fairly effective." These results indicate that the developed game is feasible to use and capable of helping students learn about the culture and nature of South Sumatra.

Keywords: Educational Game, Culture, South Sumatra, Role-Playing Game, GDLC