

ABSTRACT

Indria Larasati, 2024, Design and Development of Educational Game Learning Media Using Adobe Animate CC in Social Studies Class VIII at SMP N 39 Padang in the 2023/2024 Academic Year.

This study aims to determine the level of validity, practicality and effectiveness of the design of Educational Game learning media using Adobe Animate CC in Social Studies Class VIII subjects at SMP N 39 Padang in the 2023/2024 School Year. This study uses a research development method (research & development). The development model used is the development research model (ADDIE model), with the design of the development steps as follows. (1) Analyze (2) design (3) development (4) Implementation and (5) Evaluate. The research subjects totaled 32 people. The overall validator test assessment of Educational Game Learning Media using Adobe Animate CC in Social Studies Class VIII subjects at SMP N 39 Padang amounted to 88.00% with interpretation very valid to use. The overall assessment of the practicality of Educational Game Learning Media Using Adobe Animate CC in Social Studies Class VIII subjects at SMP N 39 Padang amounted to 82.53% with the interpretation of practical use. The results of the overall effectiveness test assessment of the effectiveness of Educational Game Learning Media Using Adobe Animate CC in Social Studies Class VIII subjects at SMP N 39 Padang amounted to 81.00% with interpretation of effective use. In conclusion, that the Educational Game learning media as an Educational Game has been tested for feasibility, excellence, and can be used in learning activities in social studies class VIII at SMP N 39 Padang.

Keywords: Educational Games, Social ,ADDIE, Learning Media

ABSTRAK

Indria Larasati 2024, Perancangan dan Pembuatan Media Pembelajaran Game Edukasi Menggunakan Adobe Animate CC Pada Mata Pelajaran IPS Kelas VIII Di SMP N 39 Padang Tahun Ajaran 2023/2024.

Penelitian ini bertujuan untuk mengetahui tingkat validitas, praktikalitas dan efektifitas perancangan media pembelajaran *Game* Edukasi menggunakan Adobe Animate CC pada mata pelajaran IPS Kelas VIII di SMP N 39 Padang Tahun Ajaran 2023/2024. Penelitian ini menggunakan metode pengembangan penelitian (*research & development*). Model pengembangan yang digunakan adalah model penelitian pengembangan (ADDIE model), dengan desain langkah – langkah pengembangannya adalah sebagai berikut. (1) *Analyze* (2) *design* (3) *development* (4) *Implementation* dan (5) *Evaluate*. Subjek penelitian berjumlah 32 orang. Keseluruhan penilaian uji validator terhadap Media Pembelajaran *Game* Edukasi menggunakan Adobe Animate CC pada mata pelajaran IPS Kelas VIII di SMP N 39 Padang sebesar 88,00% dengan interpretasi sangat valid digunakan. Keseluruhan penilaian praktikalitas terhadap Media Pembelajaran *Game* Edukasi Menggunakan Adobe Animate CC pada mata pelajaran IPS Kelas VIII di SMP N 39 Padang sebesar 82,53% dengan interpretasi praktis digunakan. Hasil penilaian uji efektifitas secara keseluruhan penilaian efektifitas Media Pembelajaran *Game* Edukasi Menggunakan Adobe Animate CC pada mata pelajaran IPS Kelas VIII di SMP N 39 Padang sebesar 81,00% dengan interpretasi efektif digunakan. Kesimpulannya, bahwasanya media pembelajaran *Game* Edukasi sebagai *Game* Edukasi sudah teruji kelayakan, keunggulan, dan dapat digunakan dalam kegiatan pembelajaran pada mata pelajaran IPS kelas VIII di SMP N 39 Padang.

Kata Kunci: Game Edukasi, IPS, ADDIE, Media Pembelajaran