

ABSTRAK

Farlin Fadrian, 2024, Perancangan dan Pembuatan Media Pembelajaran *Game* Edukasi Berbasis Android Pada Mata Pelajaran Informatika Kelas X Perhotelan di SMK Negeri 9 Padang Tahun Ajaran 2023/2024, Pendidikan Teknik Informatika Fakultas Keguruan Ilmu Dan Pendidikan Universitas Putra Indonesia “YPTK” Padang.

Penelitian ini bertujuan untuk mengetahui tingkat validitas, praktikalitas dan efektivitas perancangan media pembelajaran *Game* Edukasi Pada Mata Pelajaran Informatika Kelas X Perhotelan di SMK Negeri 9 Padang Tahun Ajaran 2023/2024. Jenis penelitian ini yaitu *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 30 orang. Keseluruhan penilaian uji validator terhadap Media Pembelajaran *Game* Edukasi Pada Mata Pelajaran Informatika Kelas X Perhotelan di SMK Negeri 9 Padang sebesar 93,98%, dengan interpretasi sangat valid digunakan. Keseluruhan penilaian praktikalitas terhadap Media Pembelajaran *Game* Edukasi Pada Mata Pelajaran Informatika Kelas X Perhotelan di SMK Negeri 9 Padang 93,20%, dengan interpretasi sangat praktis digunakan. Hasil penilaian uji Efektivitas secara keseluruhan penilaian Efektivitas Media Pembelajaran *Game* Edukasi Pada Mata Pelajaran Informatika Kelas X Perhotelan di SMK Negeri 9 Padang sebesar 92,40%, dengan interpretasi sangat efektif digunakan. Kesimpulannya, bahwasanya media pembelajaran *Game* Edukasi sebagai *Game* Edukasi sudah teruji kelayakan, keunggulan, dan dapat digunakan dalam kegiatan pembelajaran pada mata pelajaran Informatika Kelas X Perhotelan di SMK Negeri 9 Padang.

Keywords : *Game* Edukasi, Informatika, Media Pembelajaran

ABSTRACT

Farlin Fadrian, 2024, Design and Creation of Android-Based Educational Game Learning Media in Class X Hospitality Informatics Subjects at SMK Negeri 9 Padang Academic Year 2023/2024, Informatics Engineering Education, Faculty of Science and Education Teaching, Putra Indonesia University "YPTK" Padang.

This research aims to determine the level of validity, practicality and effectiveness of designing educational game learning media in the Class X Hospitality Informatics Subject at SMK Negeri 9 Padang for the 2023/2024 Academic Year. This type of research is research & development. The development model used is the development research model (ADDIE model), with the design of the development steps being as follows. (1) Analyze, (2) design, (3) development, (4) Implementation and (5) Evaluate. The research subjects were 30 people. The overall validator test assessment of Educational Game Learning Media in Class X Hospitality Informatics Subjects at SMK Negeri 9 Padang was 93.98%, with a very valid interpretation used. The overall practicality assessment of the Educational Game Learning Media in the Informatics Subject Class The results of the overall Effectiveness test assessment of the Effectiveness of Educational Game Learning Media in Class X Hospitality Informatics at SMK Negeri 9 Padang were 92.40%, with very effective interpretation used. In conclusion, the educational game learning media as an educational game has been tested for its suitability, superiority, and can be used in learning activities in Class X Hospitality Informatics subjects at SMK Negeri 9 Padang.

Keywords : Educational Games, Informatics, Learning Media