

## DAFTAR ISI

HALAMAN PENGESAHAN SKRIPSI .....	<b>Error! Bookmark not defined.</b>
PERNYATAAN .....	<b>Error! Bookmark not defined.</b>
ABSTRAK.....	<b>Error! Bookmark not defined.</b>
ABSTRACT .....	<b>Error! Bookmark not defined.</b>
KATA PENGANTAR.....	<b>Error! Bookmark not defined.</b>
DAFTAR ISI .....	1
DAFTAR TABEL .....	4
DAFTAR GAMBAR.....	5
DAFTAR BAGAN .....	<b>Error! Bookmark not defined.</b>
BAB I PENDAHULUAN.....	<b>Error! Bookmark not defined.</b>
A. Latar Belakang Penelitian .....	<b>Error! Bookmark not defined.</b>
B. Identifikasi Masalah Penelitian .....	<b>Error! Bookmark not defined.</b>
C. Rumusan Masalah Penelitian .....	<b>Error! Bookmark not defined.</b>
D. Batasan Masalah.....	<b>Error! Bookmark not defined.</b>
E. Tujuan Penelitian .....	<b>Error! Bookmark not defined.</b>
F. Manfaat Penelitian .....	<b>Error! Bookmark not defined.</b>
G. Definisi Operasional.....	<b>Error! Bookmark not defined.</b>
H. Struktur Organisasi Skripsi .....	<b>Error! Bookmark not defined.</b>
BAB II PENGEMBANGAN MULTIMEDIA PEMBELAJARAN <i>ROLE-PLAYING GAME</i> MENGGUNAKAN ALGORITMA <i>Q-LEARNING</i> BERBASIS <i>INQUIRY TRAINING MODEL</i> UNTUK MATA PELAJARAN BASIS DATA SQL DI SMK .....	<b>Error! Bookmark not defined.</b>
A. Makna Pendidikan, Belajar dan Pembelajaran	<b>Error! Bookmark not defined.</b>
1) Pendidikan .....	<b>Error! Bookmark not defined.</b>
2) Belajar .....	<b>Error! Bookmark not defined.</b>
3) Pembelajaran .....	<b>Error! Bookmark not defined.</b>
B. Multimedia Pembelajaran <i>Role-Playing Game</i> (RPG) .....	<b>Error!</b>
1) Multimedia Pembelajaran.....	<b>Error! Bookmark not defined.</b>
2) Model Pembelajaran berbasis <i>Game</i>	<b>Error! Bookmark not defined.</b>

- 3) Role-Playing Game (RPG).....**Error! Bookmark not defined.**
  - C. Model Pembelajaran *Inquiry Training***Error! Bookmark not defined.**
    - 1) Pembelajaran berbasis Inkuiri .....**Error! Bookmark not defined.**
    - 2) Inquiry Training Model (ITM) .....**Error! Bookmark not defined.**
  - D. Algoritma *Q-Learning* .....**Error! Bookmark not defined.**
    - 1) Markov Decision Process (MDP).**Error! Bookmark not defined.**
    - 2) Reinforcement Learning (RL) .....**Error! Bookmark not defined.**
    - 3) Q-Learning .....**Error! Bookmark not defined.**
  - E. Pembelajaran Basis Data berbasis SQL**Error! Bookmark not defined.**
    - 1) Basis Data.....**Error! Bookmark not defined.**
    - 2) Teori yang Mendukung Bahasa *Query***Error! Bookmark not defined.**
    - 3) Structured Query Language (SQL)**Error! Bookmark not defined.**
  - F. Penelitian yang Relevan.....**Error! Bookmark not defined.**
- BAB III METODE PENELITIAN** .....**Error! Bookmark not defined.**
- A. Metode dan Desain Penelitian.....**Error! Bookmark not defined.**
    - 1) Metode Penelitian dan Pengembangan**Error! Bookmark not defined.**
    - 2) Prosedur Penelitian.....**Error! Bookmark not defined.**
    - 3) Desain Penelitian .....**Error! Bookmark not defined.**
  - B. Populasi dan Sampel .....**Error! Bookmark not defined.**
  - C. Instrumen penelitian.....**Error! Bookmark not defined.**
    - 1) Instrumen Studi Lapangan.....**Error! Bookmark not defined.**
    - 2) Instrumen Validasi Ahli .....**Error! Bookmark not defined.**
    - 3) Instrumen Penilaian siswa terhadap multimedia**Error! Bookmark not defined.**
    - 4) Instrumen Motivasi belajar siswa.**Error! Bookmark not defined.**
  - D. Teknik analisis data.....**Error! Bookmark not defined.**

1) Analisis data Instrumen studi lapangan **Error! Bookmark not defined.**

2) Analisis data Instrumen validasi ahli **Error! Bookmark not defined.**

3) Analisis data penilaian siswa terhadap multimedia..... **Error! Bookmark not defined.**

4) Analisis data motivasi belajar siswa **Error! Bookmark not defined.**

#### **BAB IV HASIL PENELITIAN DAN PEMBAHASAN **Error! Bookmark not defined.****

A. Hasil Penelitian ..... **Error! Bookmark not defined.**

1) Studi Lapangan ..... **Error! Bookmark not defined.**

2) Multimedia Pembelajaran..... **Error! Bookmark not defined.**

3) Validasi Ahli..... **Error! Bookmark not defined.**

4) Penilaian Siswa terhadap Multimedia **Error! Bookmark not defined.**

5) Motivasi Belajar Siswa..... **Error! Bookmark not defined.**

B. Pembahasan Hasil Penelitian ..... **Error! Bookmark not defined.**

1) Studi lapangan ..... **Error! Bookmark not defined.**

2) Validasi Ahli..... **Error! Bookmark not defined.**

3) Penilaian Siswa terhadap Multimedia **Error! Bookmark not defined.**

4) Penilaian Motivasi Belajar Siswa. **Error! Bookmark not defined.**

#### **BAB V SIMPULAN DAN REKOMENDASI **Error! Bookmark not defined.****

A. Kesimpulan ..... **Error! Bookmark not defined.**

B. Rekomendasi ..... **Error! Bookmark not defined.**

DAFTAR PUSTAKA ..... **Error! Bookmark not defined.**

LAMPIRAN ..... **Error! Bookmark not defined.**

## DAFTAR TABEL

- Tabel 1.1 "Science vs. art" (sumber : <http://bit.ly/1qN3OD0>)**Error! Bookmark not defined.**
- Tabel 2.1 Taksonomi Bloom (Revised Bloom's Taxonomy, n.d)..... **Error! Bookmark not defined.**
- Tabel 2.2 "*The knowledge dimension*" (sumber : <http://bit.ly/1qjWWOE>) .. **Error! Bookmark not defined.**
- Tabel 2.3 "*Cognitive Process Dimension and Knowledge Dimension*" (sumber : <http://bit.ly/1nMtNWD>) .....**Error! Bookmark not defined.**
- Tabel 2.4 Tabel *Reward* berdasarkan Bagan 2.14..**Error! Bookmark not defined.**
- Tabel 2.5 Langkah pengerjaan masalah pada Gambar 2.10 dengan Q-Learning .....**Error! Bookmark not defined.**
- Tabel 2.6 Tabel Kebenaran untuk Logika Kleene .**Error! Bookmark not defined.**
- Tabel 3.1 Tabel Penilaian untuk Ahli Materi.....**Error! Bookmark not defined.**
- Tabel 3.2 Penilaian untuk Ahli Media .....**Error! Bookmark not defined.**
- Tabel 3.3 Tabel Penilaian Siswa terhadap Multimedia**Error! Bookmark not defined.**
- Tabel 4.1 Aplikasi Q-Learning pada RPG dalam *Gridworld***Error! Bookmark not defined.**
- Tabel 4.2 Tabel *Blackbox Testing* Multimedia Pembelajaran RPG berbasis ITM dengan Algoritma Q-Learning .....**Error! Bookmark not defined.**

## DAFTAR GAMBAR

- Gambar 1.1 Dampak Positif dan Negatif Game di kalangan pelajar (sumber : <http://youtu.be/Zp5ctn5BYpg> dan <http://bit.ly/ZlYqfQ>) ..... **Error! Bookmark not defined.**
- Gambar 1.2 "Infinite Mario AI" (sumber : <http://www.youtu.be/4cgWya-wjgY>) ..... **Error! Bookmark not defined.**
- Gambar 2.1 The Aurora Toolset, software untuk memodifikasi *game* (sumber : <http://xtreview.com>)..... **Error! Bookmark not defined.**
- Gambar 2.2 Perbedaan antara *Unsupervised*, *Supervised* dan *Reinforcement Learning* (StudentDave, 2013) ..... **Error! Bookmark not defined.**
- Gambar 2.3 Ilustrasi masalah pada MDP (Abbeel, 2013) **Error! Bookmark not defined.**
- Gambar 2.4 Ilustrasi Discount factor (Abbeel, 2013) **Error! Bookmark not defined.**
- Gambar 2.5 "Ilustrasi *Reinforcement Learning*" (Klein dan Abbeel, 2013).. **Error! Bookmark not defined.**
- Gambar 2.6 Bentuk umum *Reinforcement Learning* (Sutton dan Barto, 2005) ..... **Error! Bookmark not defined.**
- Gambar 2.7 "*Exploration vs Exploitation*" (Klein dan Abbeel, 2013) ..... **Error! Bookmark not defined.**
- Gambar 2.8 Contoh Pembaruan *Q Table* berdasarkan *Reward* yang sesuai (McCulloch, n.d.)..... **Error! Bookmark not defined.**
- Gambar 2.9 Ilustrasi Model Masalah untuk Q-Learning (McCulloch, n.d.).. **Error! Bookmark not defined.**
- Gambar 2.10 Ilustrasi MDP untuk masalah pada Gambar 2.9 (McCulloch, n.d.) ..... **Error! Bookmark not defined.**
- Gambar 2.11 : Adaptasi Q-Learning pada AIES (Iglesias et. al., 2003)..... **Error! Bookmark not defined.**
- Gambar 4.1 Laboratorium RPL SMKN 11 Bandung **Error! Bookmark not defined.**

Gambar 4.2 Pseudocode Q-Learning (Sutton dan Barto, 2005:185) ..... **Error!**

**Bookmark not defined.**

Gambar 4.3 Kondisi Ujicoba Multimedia Pembelajaran **Error! Bookmark not**

**defined.**