

**PENGEMBANGAN GAME EDUKASI BERGENRE PLATFORMER  
GAME PADA MATERI JARINGAN DASAR PENGENALAN  
PERANGKAT KERAS JARINGAN**

**ABSTRAK**

Penelitian ini bertujuan membuat media pembelajaran dalam bentuk *game* edukasi bergenre *platformer game* dengan menggunakan metode penelitian *Research & Development* (R&D) dan memperoleh kelayakan dalam lingkup penggunanya. Langkah-langkah penelitian yang diterapkan menggunakan alur yang dimulai dari analisis, desain/perancangan, Pengembangan, pengujian dan penilaian. Angket validasi menggunakan LORI yang diberikan kepada ahli media dan ahli materi serta angket penilaian yang diberikan kepada 68 siswa SMKN 2 Cimahi. Dari hasil penilaian didapatkan bahwa *game networking adventure* yang dikembangkan dinilai sangat baik dengan rata-rata persentase kelayakan 86,25% oleh ahli materi dan 87,5% oleh ahli media. Hasil dari angket penilaian siswa terhadap game networking adventure diantaranya aspek perangkat lunak 82,9%, aspek pembelajaran 82,5% dan aspek komunikasi visual 81,6%. Sehingga dari hasil yang didapatkan bahwa *game networking adventure* dapat digunakan sebagai media pembelajaran di sekolah .

**Kata Kunci :** Media Pembelajaran, *Game* edukasi, *Platformer Game*, *Networking Adventure*, *Learning Object Review Instrument* (LORI)

**THE DEVELOPMENT OF EDUCATIONAL GAME GENRE PLATFORMER  
GAMES ON BASIC NETWORKING INTRODUCTION OF NETWORKING  
HARDWARE**

**ABSTRACT**

*This research aims to make learning media of educational game on platformer game genre by using Research & Development (R&D) method and gain eligibility within its user. Research measured by using flow that starts from analysis, design, development, testing and assessment. Questionnaire validation using LORI are given to media experts and content experts and assessment questionnaires given to 68 students of SMKN 2 Cimahi. From the results of the assessment showed that the networking adventure game that has developed was rated as excellent with a percentage of 86.25% by the content experts and 87.5% by the media expert. The results of student assessment questionnaire on networking adventure game are 82.9% for software aspects, 82.5% for learning aspects and 81.6% for visual communication aspects. So from the results that has obtained, networking adventure games can be used for learning media at school.*

**Keyword :** Learning Media, Educational Game, Platformer Game, Networking Adventure, Learning Object Review Instrument (LORI)