

# **PENGEMBANGAN MEDIA PEMBELAJARAN BERGENRE ROLE PLAYING GAME PADA INSTALASI PERANGKAT JARINGAN LAN DI SMK**

Disusun Oleh:

Muhammad Yuziandhi Ansor

1006514

## **ABSTRAK**

Penelitian ini adalah pengembangan game edukasi bergenre *Role Playing Game* (RPG) sebagai media pembelajaran instalasi perangkat jaringan LAN di SMK Teknik Komputer dan Jaringan (TKJ). Tujuan penelitian untuk mengetahui respon siswa terhadap penerapan *Edu Game* sebagai media pembelajaran. Penelitian ini juga bertujuan untuk mengetahui bagaimana mengembangkan dan menguji kelayakan *game* yang dijadikan sebuah media pembelajaran. Metode penelitian ini menggunakan metode penelitian deskriptif dengan melakukan pendekatan kuantitatif yang didukung dengan mengembangkan media pembelajaran berupa *Edu Game*. Metode pengumpulan data terdiri dari studi literatur, studi lapangan, wawancara, dan kuesioner. Sedangkan model pengembangan *Edu Game* menggunakan model *Waterfall* yang mempunyai 5 tahapan, diantaranya adalah *Requirement Definition, System and Software Design, Implementation and Unit Testing, Integration and System Testing dan Operation and Maintenance*. Penelitian ini dilaksanakan di SMK Negeri 2 Bandung. Dari hasil penelitian ini diketahui bahwa (1) hampir seluruh siswa memberikan respon sangat baik terhadap penggunaan multimedia pembelajaran dengan persentase yang diberikan sebesar 94,09%, (2) tingkat kelayakan multimedia pembelajaran yang diberikan oleh ahli multimedia pembelajaran termasuk kedalam kategori baik dengan persentase sebesar 96,41%.

**Kata Kunci:** Multimedia, *Game*, Edukasi, RPG, LAN.

**DEVELOPMENT OF EDUCATION MEDIA WITH GENRE ROLE PLAYING  
GAME ON INSTALLATION OF NETWORK DEVICE LAN IN  
VOCATIONAL SCHOOL**

By:

Muhammad Yuziandhi Ansor

1006514

**ABSTRACT**

*This research is the development of educational game genres Role Playing Game (RPG) as a learning medium LAN network device installation in vocational Computer Engineering and Networks. This study aims to determine the results of students' response to a learning games based media that uses an RPG genre. This study also aims to determine how to develop and test the feasibility of games which are used as a medium of learning. The research is conducted because of the intense circulation of games per month and which give some negative impacts in over education, also, there is a lack of positive of games which are used as game based-media of education. This research uses a descriptive method which using quantitative approach which is supported by developing learning multimedia such as Edu Game. Methods of data collection consists of literature studies, field studies, interviews, and questionnaires. While Edu Game development uses the Waterfall model has 5 stages, such as Requirement Definition, System and Software Design, Implementation and Unit Testing, Integration and System Testing and Operation and Maintenance. This study was conducted vocational school 2 in Bandung. From the results of this research note (1) 94.09% of students responses are positive to the use of the learning multimedia (2) 96.41% of the provided learning multimedia feasibility are in the good category.*

**Keywords:** Multimedia, Game, Educational, RPG, LAN.