

**PENGEMBANGAN *CHEMISTRY GAME* SERI *STOICHIOMETRY*
ACADEMY SEBAGAI MEDIA PEMBELAJARAN KIMIA
UNTUK SISWA SMA/MA KELAS X**

Oleh :

Amelia Handayani Burhan
06303241026

Pembimbing Utama	: Rr Lis Permana Sari, M.Si
Pembimbing Pendamping	: Erfan Priyambodo, M.Si

ABSTRAK

Penelitian ini merupakan penelitian pengembangan di bidang pendidikan kimia. Tujuan penelitian ini adalah menghasilkan *Chemistry Game* Seri *Stoichiometry Academy* sebagai media pembelajaran kimia untuk siswa SMA/MA kelas X dan mengetahui kualitas *Chemistry Game* Seri *Stoichiometry Academy* setelah dilakukan penilaian oleh 5 guru kimia.

Model pengembangan yang digunakan adalah model prosedural. Memiliki empat tahapan dalam pengembangan yakni penyusunan materi pembelajaran, menyusun soal dan pembahasan, pembuatan *Chemistry Game* Seri *Stoichiometry Academy* dengan program Macromedia Flash 8, dan penilaian produk. Produk awal *Chemistry Game* Seri *Stoichiometry Academy* ditinjau dan diberi masukan oleh 3 *peer reviewer*, 2 ahli media dan materi. Kualitas *Chemistry Game* Seri *Stoichiometry Academy* dinilai oleh 5 guru kimia selaku *reviewer* dengan mengisi angket penilaian yang mencakup 5 aspek penilaian yaitu 1) materi dan soal; 2) aspek umum; 3) desain pembelajaran; 4) rekayasa perangkat lunak; 5) komunikasi visual. Hasil penelitian berupa data kualitatif yang diubah menjadi kuantitatif dengan skala lima, kemudian ditabulasi dan dianalisis dengan pedoman penilaian untuk menentukan kualitas *Chemistry Game* Seri *Stoichiometry Academy*.

Produk penelitian ini berupa *Chemistry Game* Seri *Stoichiometry Academy*. Berdasarkan penilaian 5 orang guru kimia, *Chemistry Game* Seri *Stoichiometry Academy* yang disusun memperoleh nilai rata-rata 136 dari skor maksimal 150 sehingga memiliki kualitas sangat baik (SB) dan memiliki presentase keidealan 90,67%. *Chemistry Game* Seri *Stoichiometry Academy* layak digunakan sebagai sumber belajar.

Kata kunci: *chemistry game*, *stoichiometry academy*, media pembelajaran, kimia, kelas X, SMA/MA

**CHEMISTRY GAME DEVELOPING OF STOICHIOMETRY ACADEMY
SERIES AS A CHEMISTRY LEARNING MEDIA FOR TENTH GRADE
STUDENTS OF SENIOR HIGH SCHOOL/MADRASAH ALIYAH**

By :

**Amelia Handayani Burhan
06303241026**

**Supervisor : Rr Lis Permana Sari, M.Si
Co-supervisor : Erfan Priyambodo, M.Si**

ABSTRACT

This research was the development study in chemistry education. It aimed to produce Chemistry Game of Stoichiometry Academy series and to know its quality based on five chemistry teachers' assessment.

The model used in this study was procedural. It has four steps, those are: reconstruction of learning material, reconstruction of questions, answers, and discussions, production of Stoichiometry Academy by using Macromedia Flash 8, and product assessment. The first draft of Stoichiometry Academy was reviewed by three peer reviewers, one media expert, and one learning material expert. The Stoichiometry Academy quality was also reviewed by five chemistry teachers by filling assessment questionnaire that had five assessment aspects, i.e.1) learning material and questions, 2) general aspect, 3) learning design, 4) software engineering, 5) visual communication. The research data was qualitative and it then changed into quantitative with five scales. Data was analyzed using standard assessment to determine the quality of Stoichiometry Academy.

This research product was Chemistry Game of Stoichiometry Academy Series. Based on five chemistry teachers' assessment, the mean of product was 136 of maximum 150 thus it was very good. It also obtained the ideal percentage of 90,57%. It could then be concluded that Chemistry Game of Stoichiometry Academy Series was valid for learning sources.

Key words: *chemistry game, stoichiometry academy, learning media, chemistry, grade X, senior high school/Madrasah Aliyah*