

**Pengembangan Media Pembelajaran
Berbasis *Role Playing Game* (RPG) untuk Siswa Kelas X
SMK Negeri 3 Yogyakarta**

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ABSTRAK

Penelitian ini bertujuan untuk mengembangkan program media pembelajaran berbentuk game tentang pembacaan kode gelang resistor dan rangkaian resistor sederhana dengan game engine RPG Maker MV untuk siswa SMK kelas X. Media pembelajaran yang dikembangkan terdiri dari: program media pembelajaran, lembar kerja siswa, dan sebuah modul pelengkap.

Penelitian dilaksanakan pada bulan April-Mei 2019. Metode yang digunakan dalam penelitian ini adalah metode penelitian dan pengembangan (research and development). Proses penelitian melalui beberapa tahap, (1) Analisis, (2) Perencanaan, (3) Pengembangan Media, (4) Validasi Ahli, (5) Revisi, dan (6) Uji Coba Pengguna. Validasi ahli dilakukan oleh empat orang ahli, satu ahli materi dari guru SMK 3, satu ahli media dari guru SMK 3, satu ahli materi dari dosen UNY, dan satu ahli media dari dosen UNY. Uji coba pengguna dilakukan oleh dua puluh tujuh siswa SMK kelas X. Analisa kelayakan media pembelajaran menggunakan analisa deskriptif.

Hasil validasi ahli dan uji pengguna menunjukkan media pembelajaran yang dikembangkan berada dalam kategori layak berdasarkan seluruh aspek yang divalidasi dan diujikan. Penilaian ahli Materi I menunjukkan tingkat kelayakan sebesar 93,04% (Sangat Layak). Penilaian ahli Materi II menunjukkan tingkat kelayakan sebesar 72,17% (Layak). Penilaian ahli Media I menunjukkan tingkat kelayakan sebesar 86,65% (Sangat Layak). Penilaian ahli Media II menunjukkan tingkat kelayakan sebesar 89,29% (Sangat Layak). Hasil uji coba kepada pengguna menunjukkan tingkat kelayakan sebesar 78,52% (Layak).

Kata kunci: media, resistor, rangkaian, RPG Maker, game.

**Development of Role Playing Game (RPG) Based
Learning Media for Grade X Student
SMK Negeri 3 Yogyakarta**

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ABSTRACT

The purpose of this study is to develop a learning media program structured like a game about resistor's color code reading and simple resistor circuits made in RPG Maker MV game engine for grade X vocational school student. The developed learning media includes: a learning media program, a student workbook, and a complementary module book.

This study was carried out on April-May of 2019. The method used in this study is the method of research and development. The study process goes through several steps, (1) Analysis, (2) Planning, (3) Media Development, (4) Expert Validation, (5) Revision, and (6) User Trial. Expert validation was carried out by four experts, one educational material expert from SMK 3 teachers, one media expert from SMK 3 teachers, one educational material expert from UNY lecturers, and one media expert from UNY lecturers. User trial was carried out by twenty seven grade X students. Descriptive analysis was used on the feasibility analysis of learning media.

The result of the validation from the experts and the users test stated that the learning media that was developed is in the feasible category based on all aspects that were validated and tested. First educational expert's assessment shows a feasibility level of 93.04% (Very Feasible). Second educational expert's assessment shows a feasibility level of 72.17% (Feasible). First media expert's assessment shows a feasibility level of 86.65% (Very Feasible). Second media expert's assessment shows a feasibility level of 89.29% (Very Feasible). User trial assessment shows a feasibility level of 78.52% (Feasible).

Key word: media, resistor, circuit, RPG Maker, game.