

**VIDEO GAME SIMULASI THE SIMS™ 4 UNTUK MENDUKUNG
MATA PELAJARAN GAMBAR INTERIOR DAN EKSTERIOR
BANGUNAN DI SEKOLAH MENENGAH KEJURUAN**

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ABSTRAK

Tujuan penelitian ini adalah: (1) mengetahui unsur keilmuan gambar interior dan eksterior bangunan gedung didalam The Sims™ 4, (2) mengetahui sejauh mana unsur keilmuan gambar interior dan eksterior bangunan gedung dapat disajikan oleh The Sims™ 4 untuk mendukung pembelajaran gambar interior dan eksterior di Sekolah Menengah Kejuruan.

Penelitian ini merupakan penelitian kualitatif deskriptif. Sumber data didapatkan dari mahasiswa Jurusan Pendidikan Teknik sipil dan Perencanaan Fakultas Teknik Universitas Negeri Yogyakarta sebanyak 7 orang, praktisi yang bekerja dibidang konstruksi bangunan sebanyak 6 orang, mahasiswa arsitektur dan pengguna The Sims™ 4 sebanyak 1 orang, dan perwakilan pengembang The Sims™ 4, serta data dokumentasi dan literatur dari berbagai media massa. Data dikumpulkan dengan cara wawancara dan tanya jawab. Uji validitas data dilakukan dengan metode triangulasi.

Hasil penelitian menunjukkan bahwa: (1) The Sims™ 4 sebagai sebuah *video game* simulasi memiliki unsur keilmuan gambar interior dan eksterior bangunan gedung, (2) The Sims™ 4 mampu mendukung mata pelajaran gambar interior kelas XI kompetensi dasar 3.1, 3.2, 3.3, 3.4, 4.1, 4.2, 4.3, 4.4, 4.5 dan gambar eksterior kelas XII kompetensi dasar 3.1, 3.2, 3.3, 3.4, 3.5, 4.1, 4.2, 4.3, 4.4, 4.5 di Sekolah Menengah Kejuruan.

Kata kunci: *video game*, The Sims, perencanaan bangunan, eksterior, interior.

***SIMULATION VIDEO GAME THE SIMS™ 4 AS A REFERENCE FOR
INTERIOR AND EXTERIOR CONSTRUCTION IMAGING SUBJECT
IN VOCATIONAL HIGH SCHOOL***

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ABSTRACT

The aim of this research was (1) to know if there is any interior and exterior theories in The Sims™ 4, (2) to know the extent of interior and exterior theories in The Sims™ 4 to support interior and exterior subjects in Vocational high School.

This paper is a qualitative descriptive research. For this research, the datas are obtained from 7 college students majoring in Civil and Planning Education Faculty of Engineering State University of Yogyakarta, 6 practitioners in building and architectural construction, 1 architecture college students that play The Sims™ 4, representative of The Sims™ 4 developer and documentations, literatures from many mass media. The datas was collected by giving an interview, questions and aswers. The validity of the datas was examined by using triangulation methods.

The results indicated that : (1) The Sims™ 4 as a simulation video game has interior and exterior construction imaging element, (2) The Sims™ 4 can be used as reference to support the process of learning of Interior subject for XI grade in basic competence 3.1, 3.2, 3.3, 3.4, 4.1, 4.2, 4.3, 4.4, 4.5 and exterior subject for XII garde in basic competence 3.1, 3.2, 3.3, 3.4, 3.5, 4.1, 4.2, 4.3, 4.4, 4.5.

Keywords: video game, The Sims, building planning, exterior, interior.