

**MATHEMATICS ADVENTURE GAMES BERBASIS ROLE PLAYING GAME
(RPG) SEBAGAI MEDIA PEMBELAJARAN MATA PELAJARAN
MATEMATIKA KELAS VI SD NEGERI JETIS 1**

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ABSTRACT

This research aims to build a game application for learning media on subjects of Mathematics with the subject of count integer operations, and know the level of appropriateness of such applications as pembelajaran media on subjects of mathematics class VI SD Negeri 1 in Jetis.

This research is a study of the types of Research and Development. The stages in this study include the stage of the analysis, design, development, implementation, and evaluation. Testing is done in the form of alpha testing, validation by expert judgement, media expert and expert content, beta testing a test run by the students. This research is carried out in SD Negeri 1 Yogyakarta Jetis, involving 30 students. A data collection method in question form, the data obtained are then analyzed using descriptive statistical analysis techniques to change your average outcome assessment into assessment interval eligibility.

The results showed that the level of validation of floating media based game application from media experts obtained an average score of 4.32 on a category of very decent, expert materials gained an average rating of 4.34 on categories is very decent, and assessment of grade VI SD Negeri 1 Jetis, obtained an average score of 4,36 in categories is very decent. Thus it can be concluded that the application game "Mathematics Adventure Games" is worthy of being used as a medium in the process of learning math class VI SD Negeri Jetis, 1. Based on the results of the evaluation of the value and understanding of old, it can be concluded that the method of application-based learning games can make it easier for students of class VI SD Negeri 1 in Jetis, accept and understand mathematical subjects.

Keyword : *Role Playing Game*, Media Pembelajaran berbasis *Game*, Operasi Bilangan Bulat