EDUCATIONAL GAME COMPUTER HISTORY USING ROLE PLAYING GAME (RPG) MAKER XP AS LEARNING MEDIA IN SMP NEGERI 2 KALIBAWANG

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The purpose of this research are to produce and test the advisability of the educational game of computer's history that is created using RPG Maker XP software. This game contains of the materials about computer's history in which this games is used as learning media in SMP Negeri 2 Kalibawang.

This research uses Research and Development (RnD) method that consists of (1) Needs Analysis, (2) Design, (3) Implementation, (4) Validation, (5) Revision, and (6) Product testing. The stage of needs analysis consist of the needs analysis of standard competence and basic competence, the materials , and the specification of hardware and software. The design stage consist of the story design, the design of the display, the flowchart design, and the characters design in the game. The implementation stage is the realization step of the design into the real product. The validation stage is done by assessing the game which has been designed and created then determined the advisability by experts to get criticisms and suggestions for the improvement. The revision stage is done by improving the game based on the suggestions from the experts. The testing stage is done by implementing the product in teaching learning process directly. The testing of this research uses the material experts,the learning media experts, and the seventh grade students of SMP Negeri 2 Kalibawang as the respondents. Questionnaires are used as the techniques of collecting data in this research. The data obtained in this research is analyzed by using descriptive analysis to determine the advisability of the educational game.

The result of the data analysis shows that the advisability level from the material experts is 83,33% that includes in the very suitable category, from the learning media experts is 81,07% that includes in the very suitable category, and from the students as the user is 80,75% that includes in the suitable category. So, it can be concluded that the educational game of computer's history includes in the suitable category as the learning media.

Key words : educational game, computer history, RPG Maker Xp, learning media