

## ABSTRAK

Tujuan penelitian ini adalah untuk mengembangkan media permainan edukasi berbasis android pada materi sistem pencernaan manusia yang layak digunakan dalam proses pembelajaran di sekolah. Penelitian ini menggunakan jenis penelitian dan pengembangan (*research and development*) dengan menggunakan model pengembangan *four-D*. Adapun tahap-tahap yang dilakukan yaitu *define* (pendefinisian), *design* (perancangan), *development* (pengembangan), dan *disseminate* (penyebaran). Hasil penelitian menunjukkan bahwa pengembangan media ini layak digunakan sebagai bahan ajar di sekolah. Produk yang dikembangkan telah divalidasi oleh ahli materi yang mendapatkan nilai rata-rata sebesar 4,6 dan persentase nilai sebesar 91. Hasil validasi ahli materi menunjukkan produk sangat baik digunakan untuk pembelajaran. Produk yang dikembangkan telah divalidasi oleh ahli desain yang mendapatkan nilai rata-rata 4,6 dan persentase nilai sebesar 91. Hasil validasi ahli desain menyatakan produk sangat baik digunakan untuk pembelajaran. Uji coba dilakukan pada 15 orang peserta didik kelas XI di SMA Negeri 5 Metro yang dipilih secara acak. Rata-rata keseluruhan dari uji coba kelompok kecil sebesar 4,6 dan persentase nilai sebesar 92. Menunjukkan hasil bahwasanya produk sangat baik dan peserta didik sangat senang belajar menggunakan bahan ajar media permainan edukasi berbasis android.

**Kata kunci:** pengembangan; media android; permainan edukasi; sistem pencernaan

## ABSTRACT

The purpose of this study was to develop an Android-based educational game media on the human digestive system material that was suitable for use in the learning process at school. This study used research and development using the four-D development model. The stages carried out were define, design development, and disseminate. The results of the study indicated that the development of this media was feasible to be used as teaching materials in schools. The developed product had been validated by a material expert who got an average score of 4.6 and a percentage score of 91. The results of the material expert validation show that the product is very well used for learning. The product developed had been validated by a design expert who got an average score of 4.6 and a percentage score of 91. The results of the validation of the design expert stated that the product was very well used for learning. The trial was conducted on 15 students of class XI at SMA Negeri 5 Metro who were randomly selected. The overall average of the small group trials was 4.6 and the percentage value was 92. The results showed that the product is very good and students were very happy to learn to use teaching materials for Android-based educational game media.

**Keywords:** development; android media; educational games; digestive system