

ABSTRAK

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Program Studi : Teknik Informatika
Judul Skripsi : Perancangan *Game* Edukasi Berbasis *Android*
Sebagai Media Pembelajaran Sains Tingkat SMA

Penelitian ini bertujuan untuk merancang dan mengevaluasi efektivitas “*Game Kuis Super Hebat*”, sebuah *game* edukasi berbasis *Android*, sebagai media pembelajaran sains untuk siswa SMA. *Game* ini dirancang menggunakan *Unity Engine* dan mencakup materi pelajaran Matematika, Biologi, Fisika dan Kimia. Pengujian dilakukan pada siswa kelas 10 di SMA Negeri 8 Kota Bogor untuk mengukur motivasi, keterlibatan, serta pemahaman konsep sains. Hasil penelitian menunjukkan bahwa penggunaan *game* ini meningkatkan motivasi dan keterlibatan siswa dalam proses pembelajaran, serta membantu pemahaman konsep sains secara lebih interaktif dan menyenangkan.

Kata Kunci: *game* edukasi, *Android*, media pembelajaran, sains, motivasi siswa, keterlibatan siswa.

ABSTRACT

Name : Qotrunnada Naqiyah
Study Program : Informatics Engineering
Title : *Designing an Android-Based Educational Game as a Learning Media for High School Science*

This study aims to design and evaluate the effectiveness of “Game Kuis Super Hebat”, an Android-based educational game, as a learning medium for high school science students. The game is developed using Unity Engine and includes subjects such as Mathematics, Biology, Physics, and Chemistry. Testing was conducted on 10th-grade students at SMA Negeri 8 Kota Bogor to measure their motivation, engagement, and understanding of scientific concepts. The results indicate that the game enhances student motivation and engagement in the learning process, as well as aids in understanding scientific concepts in a more interactive and enjoyable manner.

Keywords: *educational game, Android, learning media, science, student motivation, student engagement.*