

# **Design of Educational Games As Learning Media In Digital Techniques Labwork Course**

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## **ABSTRACT**

This study aims to (1) develop educational game on the digital techniques labwork course, (2) test the feasibility of educational games on the digital techniques labwork course, and (3) construct an application framework that will be used as a framework of three theses of the students involved.

The development model used in this study is the ADDIE consisting of (1) Analysis, (2) Design, (3) Development, (4) Implementation, and (5) Evaluation. Software development process on the study include analysis, design, development, implementation and evaluation. The steps above are done to produce a product that is fit for use by students. Subjects in this study were students of Electrical Engineering Education FT UNY.

The conclusion of the research that has been done is: (1) The development of the game "Master of Digital" model ADDIE produce educational game that consists of main page, levels, high scores, and settings. (2) From an assessment by content experts, it is obtained the average score of 73 out of a maximum score of 84 in the category of "very decent". Based on the assessment by media experts, it is obtained an average score of 84 out of a maximum score of 104 in the category of "eligible". Based on the assessment by the students, it is obtained a mean score of 54.61 out of a maximum score of 80 in the category of "eligible". (3) Framework of this educational game built using Macromedia Flash software used to build the other three learning games developed for student theses.

*Kata Kunci: Educational games, learning media, digital technique*