

MEDIA DESIGN FOR LEARNING GAME CARDS AND ART WORKS FOR HIGH SCHOOL CHILDREN

by Zulfi Hendri, Aran Handoko, Rony Siswo Setiaji, Uswatun Hanisah, Vidia Ridiанти Putri

ABSTRACT

This research is a research on the development of learning media for character recognition game cards and works of art for high school children for class XI high school students. This study aims to 1) explain the process of developing game card learning media, 2) explain the quality of game card learning media based on the quality of the product as seen from the quality of the media and materials, 3) explain the quality of the card game learning media based on the quality of the users seen by students. Data collection techniques in this study are interviews, observation, documentation and questionnaires. Development research in this study uses the ADDIE model. Based on the results of the data analysis, it shows that: 1) The research and development process includes the analysis stage, the design stage, the develop stage, the implement stage and the evaluation stage. 2) The quality of learning media is based on: a) The quality of the material, namely the first draft product obtains a validation score of 3.4 or is included in category B, namely Good, for the second draft product obtains a validation score of 4.4 which is included in the SB or Very Good category b) The quality of the media in draft I products gets a score of 3.5 or is included in category B, for draft II products it gets a validation score of 4.6 so that it is included in the SB or Very Good category. 3) The quality of the media is based on user responses, namely students in class XI of Senior High School, namely 4.4, which are in the B or Good category.

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