

ABSTRAK

Angelo Brian Rafael:

Tugas Akhir

Game Edukasi Untuk Membantu Pembelajaran Membaca Siswa TK

Membaca merupakan mata pelajaran yang sangat penting untuk dipelajari dari usia dini karena berguna dalam kehidupan masyarakat. Pada umumnya, anak dapat mempelajari membaca dengan mudah. Namun, ada beberapa anak yang mengalami kesulitan menerima pembelajaran.

Dalam tugas akhir ini, akan dibuatkan game edukasi untuk mengajari anak belajar membaca. Game ini memiliki user interface sederhana, pembelajaran 100 kata terbuka, dan kalimat sederhana. Selain itu, game edukasi memiliki 3 game mode untuk menambah variasi dan tingkat kesulitan untuk anak.

Tugas Akhir ini menunjukkan bahwa game edukasi dapat meningkatkan kemampuan membaca siswa TK. Selain itu, game dapat meningkatkan antusias dan motivasi siswa dalam belajar membaca. Namun, game edukasi masih perlu penambahan fitur dan platform agar dapat akses oleh lebih banyak kalangan.

Kata Kunci:

gim edukasi, membaca, siswa TK

ABSTRACT

Angelo Brian Rafael

Undergraduate Thesis

An Educational Game to Help Kindergarten Students Learn to Read

Reading is a very important subject to learn from an early age because it is useful in lives. Generally, children can learn to read easily. However, there are some children who have difficulty learning.

In this final project, an educational game will be created to teach children to learn to read. This game has a simple user interface, learning 100 open words, and simple sentences. In addition, the educational game has 3 game modes to add variety and difficulty for children.

This Final Project shows that educational games can improve the reading skills of kindergarten students. In addition, the game can increase students' enthusiasm and motivation in learning to read. However, educational games still need additional features and platforms so that they can be accessed by more people.

Keyword:

education game, reading, kindergarten student

DAFTAR ISI

HALAMAN JUDUL.....	i
LEMBAR PENGESAHAN.....	ii
LEMBAR PERNYATAAN PERSETUJUAN PUBLIKASI KARYA ILMIAH.....	iii
KATA PENGANTAR.....	iv
ABSTRAK.....	vi
ABSTRACT.....	vii
DAFTAR ISI.....	viii
DAFTAR TABEL.....	xi
DAFTAR GAMBAR.....	xii
DAFTAR SEGMENT.....	xiv
DAFTAR LAMPIRAN.....	xv
1. PENDAHULUAN.....	1
1.1 Latar Belakang.....	1
1.2 Rumusan Masalah.....	2
1.3 Tujuan Penelitian.....	2
1.4 Ruang Lingkup.....	3
1.5 Metodologi Penelitian.....	4
1.6 Manfaat Penelitian.....	5
1.7 Sistematika Penelitian.....	5
2. LANDASAN TEORI.....	6
2.1 Tinjauan Pustaka.....	6
2.1.1 Game-Based Learning.....	6
2.1.2 Flashcard.....	9
2.1.3 User Interface untuk Siswa TK.....	9
2.1.4 Reading.....	9

2.2 Tinjauan Studi.....	10
2.2.1 Differentiated Instructions in Teaching English for Students with Autism Spectrum Disorder (Sandra & Kurniawati, 2020).....	10
2.2.2 Designing English Education Game Application for Early Childhood (Albion et al., 2021).....	11
2.2.3 Designing Engaging Games for Education: A Systematic Literature Review on Game Motivators and Design Principles (Laine & Lindberg, 2020).....	11
3. DESAIN DAN ANALISIS KEBUTUHAN GAME.....	12
3.1 Analisis Kebutuhan.....	12
3.2 Desain Sistem.....	12
3.2.1 Desain Alur Game.....	12
3.2.2 Desain Interface.....	15
4. IMPLEMENTASI SISTEM.....	18
4.1 Main Menu.....	18
4.2 Leaderboard.....	20
4.3 Setting Menu.....	21
4.4 Category Menu.....	25
4.5 Game Mode 1.....	26
4.6 Game Mode 2.....	34
4.7 Game Mode 3.....	49
4.8 Button.....	55
4.9 Pause Menu.....	59
4.10 Drag Drop.....	62
5. HASIL DAN PENGUJIAN.....	66
5.1 Hasil Game.....	66
5.2 Hasil Pengujian Game pada Anak TK.....	70
5.3 Hasil Kuesioner dan Wawancara Guru.....	72
6. KESIMPULAN.....	75
6.1 Kesimpulan.....	75

6.2 Saran.....	75
DAFTAR REFERENSI.....	76
LAMPIRAN.....	79

DAFTAR TABEL

Tabel 3.2.....	14
Tabel 5.12.....	71

DAFTAR GAMBAR

Gambar 2.1 Eja Kata Autism BASICS: Learning app.....	7
Gambar 2.2 Pilih Huruf Autism BASICS: Learning app.....	7
Gambar 2.3 Desain Menu Autism BASICS: Learning app.....	8
Gambar 2.4 Flashcard.....	8
Gambar 3.1 Flowchart/Alur Permainan.....	12
Gambar 3.3 Desain Menu Utama.....	15
Gambar 3.4 Desain Menu Kategori.....	15
Gambar 3.5 Desain Menu Setting.....	16
Gambar 3.6 Desain Menu Leaderboard.....	16
Gambar 3.7 Desain Mode Game 1.....	16
Gambar 3.8 Desain Mode Game 2.....	17
Gambar 3.9 Desain Mode Game 3.....	17
Gambar 5.1 Main Menu.....	66
Gambar 5.2 Leaderboard Scene.....	66
Gambar 5.3 Category Menu.....	67
Gambar 5.4 Game Mode Pilih Kata.....	67
Gambar 5.5 Jawaban Salah.....	68
Gambar 5.6 Jawaban Benar.....	68
Gambar 5.7 Popup Jawaban Benar.....	68
Gambar 5.8 Game Mode Eja Kata.....	69
Gambar 5.9 Game Mode Lengkapi Kalimat.....	69
Gambar 5.10 Score Screen.....	70
Gambar 5.11 Pause Screen.....	70
Gambar 5.13 Hasil Evaluasi Anak.....	72
Gambar 5.14 Voting Keseruan Game.....	72

Gambar 5.15 Hasil Kuesioner Guru 1.....	73
Gambar 5.16 Hasil Kuesioner Guru 2.....	73
Gambar 5.17 Hasil Kuesioner Guru 3.....	73
Gambar 5.18 Hasil Kuesioner Guru 4.....	74

DAFTAR SEGMENT

Segment Program 4.1 C# Main Menu Manager.....	18
Segment Program 4.2 C# Leaderboard Manager.....	20
Segment Program 4.3 C# Setting Manager.....	22
Segment Program 4.4 C# Sound Manager.....	23
Segment Program 4.5 C# Category Manager.....	25
Segment Program 4.6 C# Question Manager mode 1.....	27
Segment Program 4.7 C# Question Manager mode 2.....	35
Segment Program 4.8 C# Question Manager mode 3.....	49
Segment Program 4.9 C# answer_button.....	56
Segment Program 4.10 C# PauseMenu.....	59
Segment Program 4.11 C# drag_drop.....	62

DAFTAR LAMPIRAN

Lampiran 1: Dokumentasi Pengujian.....	73
--	----