

ABSTRAK

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Skripsi

Pengembangan Game Visual Novel Alkitab untuk Membantu Pendidikan Anak di Minggu Gereja

Penelitian ini bertujuan untuk mengembangkan dan mengevaluasi efektivitas game visual novel Alkitab dalam membantu pendidikan anak-anak di sekolah minggu gereja. Tujuan utama dari penelitian ini adalah memberikan alat bantu yang berguna bagi guru sekolah minggu dalam mengajar serta memahami pentingnya user experience dan desain game untuk target kelompok tertentu.

Metode penelitian yang digunakan adalah uji hipotesis dengan analisis data dari percobaan yang terkontrol dan observasi tidak terkontrol. Tes statistik yang diterapkan adalah uji-t (t-test), yang bertujuan untuk menentukan apakah perbedaan antara dua rata-rata sampel signifikan secara statistik. Uji satu arah dengan hipotesis alternatif bahwa rata-rata nilai belajar menggunakan game lebih tinggi dibandingkan metode pengajaran konvensional dilakukan. Hasil menunjukkan nilai t-statistik sebesar 1.732 berada di ekor kanan distribusi t, dan p-value sebesar 0.045 lebih kecil dari tingkat signifikansi 0.05, sehingga H_0 ditolak dan H_1 didukung.

Kesimpulan utama dari penelitian ini adalah bahwa rata-rata nilai belajar menggunakan game lebih tinggi dibandingkan metode pengajaran konvensional, mendukung hipotesis bahwa game ini efektif sebagai alat bantu pendidikan. Namun, keterbatasan jumlah peserta dan lokasi penelitian yang hanya melibatkan satu gereja membuat hasil ini tidak dapat digeneralisasikan secara luas. Meski demikian, game visual novel Alkitab ini terbukti bermanfaat dalam membantu anak-anak di gereja Alpha dan Omega dalam proses belajar mereka.

Kata kunci:

game visual novel, pendidikan anak, sekolah minggu, uji-t, user experience, desain game

ABSTRACT

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Thesis

Development of a Visual Novel Game Based on the Bible to Help Childrens Religious Education in Church Sunday Schools

This study aims to develop and evaluate the effectiveness of a Biblical visual novel game in assisting the education of children in Sunday school. The primary objectives of this research are to provide a useful teaching tool for Sunday school teachers and to understand the importance of user experience and game design for a specific target group.

The research method employed is hypothesis testing based on data analysis from both controlled experiments and uncontrolled observations. The statistical test used is the t-test, which is designed to determine whether the difference between two sample means is statistically significant. A one-tailed test with the alternative hypothesis that the average learning score using the game is higher than the conventional teaching method was conducted. The results showed a t-statistic value of 1.732 in the right tail of the t-distribution, and a p-value of 0.045, which is smaller than the significance level of 0.05, indicating that H₀ is rejected and H₁ is supported.

The main conclusion of this study is that the average learning score using the game is higher than the conventional teaching method, supporting the hypothesis that this game is effective as an educational tool. However, the limitation of the small number of participants and the single church location means these results cannot be generalized widely. Nevertheless, the Biblical visual novel game has proven beneficial in helping children at Alpha and Omega church in their learning process.

Keywords:

visual novel game, children's education, sunday school, t-test, user experience, game design

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