

**PENGEMBANGAN MEDIA PEMBELAJARAN CARA MEMBUAT  
PERMAINAN VIDEO PADA GENRE TURN BASED ADVENTURE RPG DI  
SMKN 6 JAKARTA**

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**ABSTRAK**

Di SMKN 6 terdapat banyak murid yang tidak bisa membuat permainan video dan membuat presentasi video yang baik dan benar. Penelitian ini bertujuan untuk mengembangkan media pembelajaran berbentuk video tutorial yang dapat memberikan contoh presentasi video yang baik dan benar serta mengenalkan murid cara untuk membuat permainan video *Turn Based Adventure RPG*. Penelitian ini menggunakan metode pengembangan RnD yang dikembangkan oleh Sugiyono dengan langkah pengumpulan informasi, mendesain produk, uji ahli, revisi desain, dan uji produk. Pada fase pengujian, media di uji oleh ahli media dan ahli materi masing masing 3 ahli. Pada fase implementasi, media di uji efektifitas oleh 30 murid SMKN 6 kelas 10 MM sebagai responden. Sebelum instrumen digunakan, instrumen divalidasi terlebih dahulu. Hasil uji efektifitas adalah video mendapatkan persentase total 91% dalam memberikan siswa pemahaman membuat permainan video. Hasil uji angket siswa memiliki skor total rata rata 90. Sehingga dapat disimpulkan bahwa video sangat bagus dalam kualitas sosial aspek dampak bagi siswa, kualitas teknik aspek kualitas tampilan, kualitas isi aspek ketepatan, kualitas pembelajaran aspek minat dan perhatian, dan kualitas isi aspek ketepatan.

Kata Kunci: Permainan video, *Turn Based Adventure RPG*, presentasi video, media pembelajaran

**DEVELOPMENT OF LEARNING MEDIA HOW TO MAKE VIDEO GAMES  
IN GENRE TURN BASED ON RPG ADVENTURE IN SMKN 6 JAKARTA**

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**ABHY SUKMA PRATAMA**

**ABSTRACT**

In SMK 6 there are many students who cannot make video games and video presentations that are good and true. This study aims to develop learning video tutorial media that can provide good and correct video presentations and introduce ways students can make video-based adventure games based on RPGs. This study uses the RnD development method developed by Sugiyono with information steps, product design, expert testing, design revision, and product testing. In the testing phase, the media was analyzed by media experts and material experts, each of 3 experts. In the implementation phase, the media was tested for effectiveness by 30 students of class 10 MM 6 Vocational High School as respondents. Previously, the instrument was validated first. The results of the effectiveness test were a total of 91% video in giving lessons for making video games. The results of the questionnaire test students have an average total score of 90. It can be enough to indicate that the video is very good in quality, quality, aspects, quality, aspects, aspects, and aspects.

Keywords: Video games, Turn Based Adventure RPG, Video Presentation , Learning Media