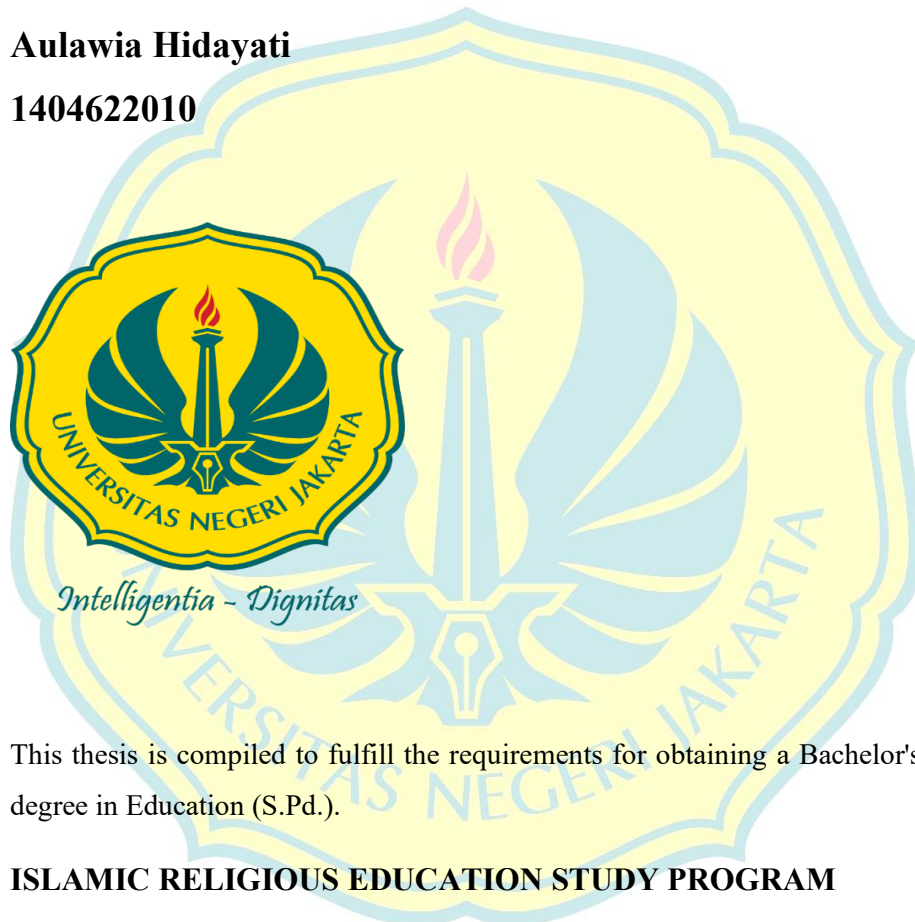


Skripsi (undergraduate dissertation)

**Development Of A Deep Learning-Based "Truth r Dare"
Digital Game As A Moral Value Reflection Tool For
Ethics Material In Grade X At Sman 61 Jakarta**

Aulawia Hidayati

1404622010



This thesis is compiled to fulfill the requirements for obtaining a Bachelor's degree in Education (S.Pd.).

ISLAMIC RELIGIOUS EDUCATION STUDY PROGRAM

FACULTY OF SOCIAL SCIENCES AND LAW

UNIVERSITAS NEGERI JAKARTA

2026

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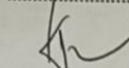
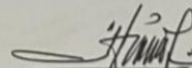
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MOTTO

“Jagalah dirimu dan keluargamu dari api neraka”

(Q.S At Tahrim:6)

“Mereka semua penipu, percaya hanya pada dirimu. Mereka semua penipu dan mungkin aku juga begitu. Percaya hanya pada dirimu bukan idolamu yang liriknya berbelit”

Nabi Palsu – Hindia

"Right or wrong, believe it or not it's your choice, they're right or wrong, honest or not it's their choice. You change for yourself, they change not because of you, No one will settle all but stop and go except the Lord"

PRESENTATION PAGE

Bismillahirrahmanirrahin

The first word I said when I started it all

Who has given me strength, equipped me with knowledge

Then gave me ease in writing this scientific paper

Father and Mother who always chant all prayers

And always pray to the Creator

There are no words that can represent my gratitude

*Except to be devoted and serve you by realizing all your hopes and
hopes*

Thank you always to colleagues and friends

Giving all the prayers, encouragement, and encouragement to fight

Don't forget to the proud alma mater, Islamic Religious Education

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With all sincerity of heart

Aulawia Hidayati

ABSTRACT

Aulawia Hidayati 1404622010. Development of a Deep Learning-Based Digital Truth or Dare Game for Moral Value Reflection in Grade 10 Islamic Ethics at SMA Negeri 61 Jakarta. Bachelor's Thesis in Islamic Education Program, Faculty of Social Sciences and Law, Universitas Negeri Jakarta.

Character education at SMA Negeri 61 Jakarta remains suboptimal, as evidenced by persistent cheating during examinations and a lack of awareness regarding responsibility in completing assignments. A deep learning-based curriculum approach is expected to address this moral value degradation, particularly in fostering honesty and responsibility. A deep learning-based curriculum approach is proposed to address these challenges. This research and development (R&D) using the ADDIE model (analysis, design, development, implementation, evaluation). Study aims to develop digital Truth or Dare game media grounded in deep learning to facilitate moral value reflection. Conducted in grade X-3 at *SMA Negeri 61 Jakarta* during the odd semester of July 2025, the media's feasibility was validated by experts and student responses. Expert validation yielded a 92.48% score, categorized as highly valid. Field testing with grade X-3 students (n=22) achieved 92.97% positive response, deemed excellent. Thus, the deep learning-based digital Truth or Dare game media is deemed highly suitable for moral value reflection in ethics material for Grade X at *SMA Negeri 61 Jakarta*.

Keywords: Research and Development (RnD), Truth or Dare game media, deep learning, moral value reflection

ABSTRAK

Aulawia Hidayati 1404622010. Pengembangan Media Permainan Digital “Truth Or Dare” Berbasis Deep Learning Sebagai Sarana Refleksi Nilai Moral Pada Materi Akhlak Kelas X Di SMA Negeri 61 Jakarta. Skripsi Program Studi Pendidikan Agama Islam Fakultas Ilmu Sosial dan Hukum Universitas Negeri Jakarta.

Pendidikan karakter di SMA Negeri 61 Jakarta masih belum maksimal, masih ditemukannya kecurangan dalam ujian dan kurangnya kesadaran akan tanggung jawab dalam mengerjakan tugas, Pendekatan kurikulum berbasis Deep Learning diharapkan dapat mengatasi masalah dekadansi nilai moral khususnya nilai kejujuran dan tanggung jawab. Penelitian ini adalah penelitian Research and Development (RnD) dengan model ADDIE. Penelitian ini bertujuan untuk mengembangkan media permainan digital truth or dare berbasis deep learning sebagai sarana refleksi nilai moral. Penelitian ini dilaksanakan di SMA Negeri 61 Jakarta kelas X-3 pada bulan Juli semester ganjil 2025. Kelayakan media permainan digital dibuktikan dengan validasi ahli dan respon murid. Hasil validasi ahli dinyatakan layak dengan total akhir presentase sebesar 92,48% dengan kategori sangat layak. Berdasarkan uji coba yang dilakukan kepada kelas X-3 memperoleh respon dengan presentase sebesar 92,97% dengan kategori sangat baik. Berdasarkan hasil penelitian tersebut, maka media permainan digital truth or dare berbasis deep learning dinyatakan layak digunakan sebagai sarana refleksi nilai moral pada materi akhlak kelas X SMA Negeri 61 Jakarta.

Kata kunci : Research and Development (RnD), *Media Permainan Truth or Dare*, deep learning, *refleksi nilai moral*

الملخص

أولاً هداياتي 1404622010. تطوير وسائط الألعاب الرقمية " الحقيقة أو التحدي " المبنية على التعلم العميق كوسيلة للتأمل في القيم الأخلاقية في المواد الأخلاقية للصف العاشر في SMA نيجيري 61 جاكارتا. أطروحة برنامج دراسة التربية الدينية الإسلامية، كلية العلوم الاجتماعية والقانون، جامعة جاكارتا الحكومية.

لا يزال تعليم القيم الأخلاقية في المدرسة الثانوية الحكومية 61 جاكارتا غير مثالي، حيث لا يزال الغش سائداً في الامتحانات، ويفتقر الطلاب إلى الوعي بالمسؤولية في أداء الواجبات. ومن المتوقع أن يتغلب النهج المنهجي القائم على التعلم العميق على مشكلة تدهور (RnD) القيم الأخلاقية، خاصة قيمة الصدق والمسؤولية. هذا البحث هو بحث تطوري تهدف الدراسة إلى تطوير وسيلة لعبة رقمية قائمة على التعلم ADDIE باستخدام نموذج بمدرسة X-3 العميق كأداة للتأمل في القيم الأخلاقية. أجري البحث في صف الصف العاشر الثانوية الحكومية 61 جاكارتا خلال الفصل الدراسي الأول لعام 2025، ابتداءً من يوليو. أثبتت جدوى الوسيلة اللعبية الرقمية من خلال التحقق من الخبراء واستجابات الطلاب. بلغت نسبة X-3 صلاحية التحقق من الخبراء 92.48% في فئة "قابلة للتنفيذ جداً". ومن استجابة الصف ، بلغت النسبة 92.97% في فئة "جيدة جداً". بناءً على نتائج الدراسة، أُعلنت الوسيلة اللعبية 3 الرقمية القائمة على التعلم العميق، أو لعبة التحدي، صالحة للتطبيق كوسيلة للتأمل في القيم الأخلاقية في مادة الأخلاق للصف العاشر بمدرسة الثانوية الحكومية 61 جاكارتا

الكلمات المفتاحية: البحث والتطوير (RnD)، وسائط الألعاب الحقيقية أو التحدي، التعلم العميق، التأمل في القيم الأخلاقية

FOREWORD

Assalamualaikum Wr. Wb

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The author realizes that the success in completing this study and compiling this thesis would not have been possible without the roles and assistance of various parties, both morally and materially. Therefore, deepest gratitude is extended primarily to the beloved father, Sunardi, and the cherished mother, Asmi, S.Ag. The author also expresses profound thanks to the thesis advisors, Dr. Abdul Fadhil, M.Ag., and Mushlihin, S.Pd.I., M.A., who graciously devoted their invaluable time to guide the author in finalizing this thesis. Sincere thanks are also conveyed to the leadership and entire academic community of *Universitas Negeri Jakarta*, beloved family, friends, and fellow comrades in this journey:

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Jakarta, 12 December 2025

Author

Aulawia Hidayati

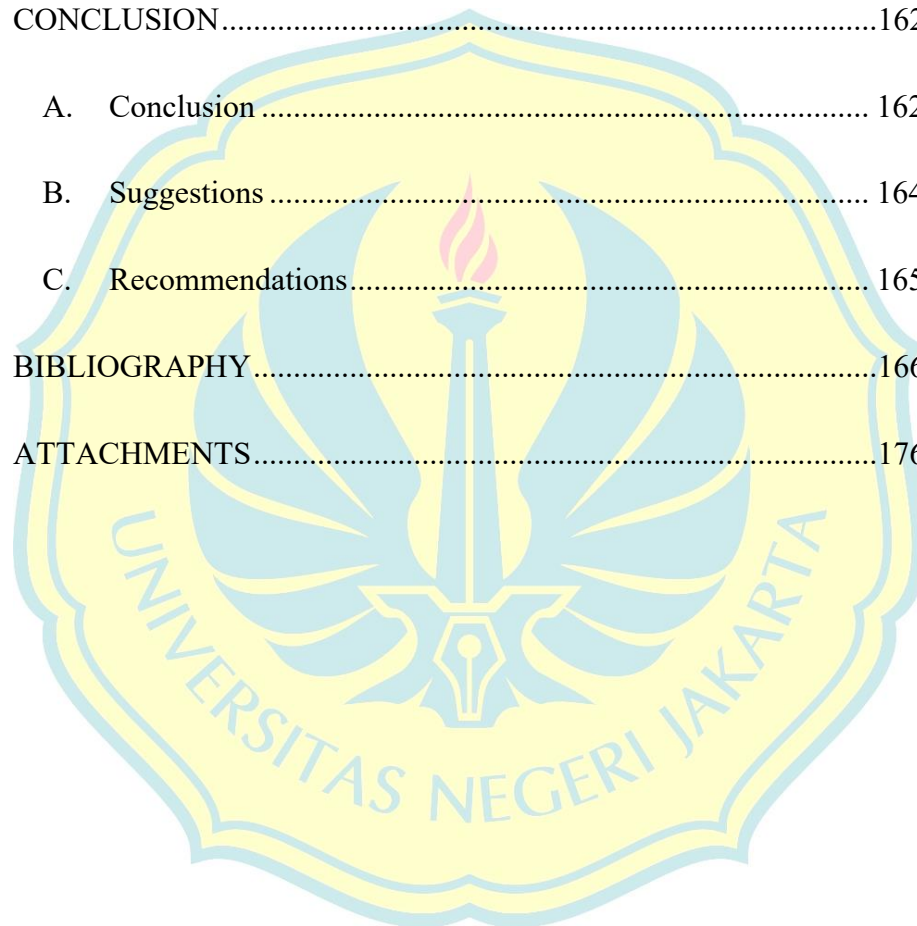
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