

ABSTRAK

Ryas Pramudito, 2024. Rancang Bangun Game Edukasi Sejarah Penyebaran Agama Islam di Pulau Jawa Menggunakan Metode Game Development Life Cycle (GDLC). *Skripsi*. Program Studi Teknik Informatika, FT, Universitas PGRI Madiun. Pembimbing (I) Sekreningsih Nita, S.Kom., M.T (II) Yoga Prisma Yuda, S.Kom., M.Kom.

Penelitian ini bertujuan untuk merancang dan membangun game edukasi tentang sejarah penyebaran agama Islam di Pulau Jawa menggunakan metode Game Development Life Cycle (GDLC). Tahap inisiasi mencakup identifikasi tujuan pembelajaran dan analisis kebutuhan pengguna. Pada tahap pra-produksi, dilakukan perancangan konsep game. Produksi melibatkan pembuatan aset grafis, pengembangan kode program, dan integrasi komponen game. Pengujian memastikan game berjalan sesuai standar kualitas, dan tahap peluncuran mencakup distribusi dan evaluasi umpan balik. Hasil penelitian menunjukkan game edukasi ini meningkatkan minat belajar dan pemahaman sejarah di kalangan pengguna. Game ini diharapkan menjadi alat bantu yang efektif dalam pendidikan sejarah di Indonesia.

Kata Kunci: Game Edukasi, Sejarah Islam, GDLC

ABSTRACT

Ryas Pramudito, 2024. *Design and Construction of an Educational Game on the History of the Spread of Islam in Java Using the Game Development Life Cycle (GDLC) Method*. Thesis. Informatics, Faculty of Engineering, Universitas PGRI Madiun. Advisor (I) Sekreningsih Nita, S.Kom., M.T. Co-Advisor (II) Yoga Prisma Yuda, S.Kom., M.Kom.

This research aims to design and develop an educational game about the history of the spread of Islam in Java using the Game Development Life Cycle (GDLC) method. The initiation phase includes identifying learning objectives and analyzing user needs. In the pre-production phase, the game concept is designed. Production involves creating graphic assets, developing program code, and integrating game components. Testing ensures the game meets quality standards, and the release phase includes distribution and feedback evaluation. The results show that this educational game enhances learning interest and historical understanding among users. This game is expected to be an effective tool in history education in Indonesia.

Keywords: *Education game, Islamic history, GDLC*