

ABSTRAK

Andhika Muhammad Nur. 2025. Pembuatan *Game* Edukasi Petualangan Budi Pekerti Untuk Menanamkan Nilai Kesopanan . Skripsi. Program Studi Teknik Informatika, FT, Universitas PGRI Madiun. Pembimbing (I) Sri Anardani, S.Kom., M.T. (II) Alim Citra Aria Bima, S.Pd., M.Kom.

Di tengah tantangan transformasi digital terhadap pendidikan karakter, observasi di SDN Nglandung 03 menunjukkan rata-rata skor kesopanan siswa kelas V hanya 65 dan metode ceramah konvensional dinilai kurang berhasil. Penelitian ini bertujuan mengembangkan *game* edukasi "Petualangan Budi Pekerti" berbasis *desktop* untuk menanamkan nilai kesopanan dalam pembelajaran Pendidikan Pancasila. Metode pengembangan menggunakan *Game Development Life Cycle* (GDLC) dengan *engine RPG Maker MV*, mencakup tahap konseptualisasi, desain, produksi, pengujian fungsional *blackbox*, dan evaluasi kegunaan *System Usability Scale/SUS*. Hasil penelitian membuktikan Fungsionalitas *game* sempurna tanpa *error*, Skor SUS 82 (*Grade B*) dari 14 partisipan mengindikasikan antarmuka mudah digunakan; dan Peningkatan signifikan nilai siswa sebesar 21% (*pretest*: 78 & *posttest*: 95). Simpulannya, *game* ini layak sebagai media inovatif untuk memperkuat pendidikan karakter di era digital.

Kata Kunci: *Game* edukasi, budi pekerti, kesopanan, Pendidikan Pancasila, GDLC, *RPG Maker MV*.

ABSTRACT

Andhika Muhammad Nur. 2025. *Making an Educational Adventure Game of Morals to Instill the Value of Politeness*. Thesis. Informatics Engineering Study Program, FT, Universitas PGRI Madiun. Supervisors (I) Sri Anardani, S.Kom., M.T. (II) Alim Citra Aria Bima, S.Pd., M.Kom.

Amidst digital transformation challenges in character education, observations at SDN Nglandung 03 revealed an average politeness score of only 65 among fifth-grade students, with conventional lecture methods deemed ineffective. This study aims to develop a desktop-based educational game, "Petualangan Budi Pekerti" (Moral Adventure), to instill politeness values in Pancasila Education. The Game Development Life Cycle (GDLC) method was employed using RPG Maker MV, covering conceptualization, design, production, functional testing (blackbox), and usability evaluation (System Usability Scale/SUS). Results demonstrate: (1) Flawless game functionality; (2) SUS score of 82 (Grade B) from 14 participants, indicating high usability; and (3) A significant 21% improvement in student scores (pretest: 78 & posttest: 95). The game is concluded to be a viable innovative medium for character education in the digital era.

Keywords: Educational games, character, politeness, Pancasila Education, GDLC, RPG Maker MV.