ABSTRAK

Ilham Adwika Hananta 2026. Pemanfaatan Sejarah Kerajaan Ngurawan Sebagai Sumber Pembelajaran Sejarah Lokal Berbantuan Media Vidoe Dan Gmae dalam Membangun Pemahaman Siswa SMAN Pilangkenceng Kabupaten Madiun 2026.Skripsi. Program Studi Pendidikan Sejarah, Fakultas Keguruan Ilmu dan Pendidikan. Universitas PGRI Madiun. Pembimbing (I) Dr. Soebijantoro, M.M., M.Pd. (II) Anjar Mukti Wibowo, S.Sn., S.Pd., M.Pd.

Penelitian deskriptif kualitatif ini bertujuan mendeskripsikan pemanfaatan sejarah Kerajaan Ngurawan (abad XII–XIII) sebagai sumber belajar sejarah lokal berbantuan media video dan game edukasi di SMAN Pilangkenceng, Kabupaten Madiun. Penelitian dilatarbelakangi oleh rendahnya pemahaman siswa terhadap sejarah lokal akibat dominasi metode ceramah dan kurangnya pemanfaatan media pembelajaran yang inovatif. Penelitian dilaksanakan selama empat bulan di Situs Kerajaan Ngurawan dan SMAN Pilangkenceng. Data diperoleh melalui observasi, wawancara, dan dokumentasi dengan melibatkan kepala sekolah, guru sejarah, siswa kelas X, juru kunci situs, serta masyarakat sekitar. Hasil penelitian menunjukkan bahwa penggunaan media video dan game edukasi mampu membangun antusiasme, partisipasi, dan pemahaman kontekstual siswa terhadap sejarah lokal. Meskipun terdapat kendala berupa keterbatasan referensi, variasi literasi digital, dan sarana pendukung pembelajaran, pemanfaatan media digital berbasis sejarah lokal terbukti mendukung efektivitas pembelajaran serta memperkuat kesadaran siswa dalam memahami dan melestarikan warisan budaya daerah.

Kata Kunci : Game Edukasi, Kerajaan Ngurawan, Media Video, Pemahaman Siswa, Sejarah Lokal.

ABSTRACT

Ilham Adwika Hananta (2026). Utilizing the History of the Ngurawan Kingdom as a Source for Local History Learning Aided by Video and Game Media to Build Understanding Among Students at SMAN Pilangkenceng, Madiun Regency. Undergraduate Thesis. History Education Study Program, Faculty of Teacher Training and Education, Universitas PGRI Madiun. Supervisors: (I) Dr. Soebijantoro, M.M., M.Pd.; (II) Anjar Mukti Wibowo, S.Sn., S.Pd., M.Pd.

This qualitative descriptive study aims to describe the utilization of the history of the Ngurawan Kingdom (12th–13th centuries) as a local history learning resource supported by instructional videos and educational games at SMAN Pilangkenceng, Madiun Regency. The study was motivated by students' limited understanding of local history due to the dominance of lecture-based teaching methods and the lack of innovative learning media. The research was conducted over four months at the Ngurawan Kingdom Site and SMAN Pilangkenceng. Data were collected through observation, interviews, and documentation involving the principal, history teacher, tenth-grade students, the site caretaker, and members of the local community. The findings indicate that the integration of instructional videos and educational games enhanced students' enthusiasm, active participation, and contextual understanding of local history. Although several challenges were encountered, including limited local history references, varying levels of digital literacy, and inadequate learning facilities, the implementation of digital learning media proved effective in supporting the history learning process. Furthermore, it strengthened students' awareness and appreciation of local cultural heritage, making it a valuable alternative for improving the quality of local history education in secondary schools.

Keywords : *Cognitive Competence, Educational Gaming, Instructional Audiovisual, Ngurawan Kingdom, Regional History.*