

ABSTRAK

Ahmiranti, 2024. “*Pengenalan Budaya Luwu Melalui Media Game Edukasi Susun Kata Adobe Flash Kelas IV SDN 35 Pammanu Kec. Belopa Utara*”. Skripsi Program Studi Pendidikan Guru Madrasah Ibtidaiyah Fakultas Tarbiyah dan Ilmu Keguruan Institut Agama Islam Negeri Palopo. Dibimbing oleh Nursyamsi dan Lilis Suryani.

Skripsi ini membahas tentang Subtema “Indahnya Keberagaman di Negeriku” adalah materi yang diangkat penulis untuk digunakan dalam media pembelajaran yang dikembangkan dalam penelitian ini yaitu *game* budaya Luwu. Penelitian ini bertujuan untuk: mengetahui hasil analisis kebutuhan *game* budaya Luwu melalui media *game* edukasi susun kata adobe flash kelas IV SDN 35 Pammanu; menghasilkan *game* budaya Luwu melalui media *game* edukasi susun kata adobe flash kelas IV SDN 35 Pammanu; mengevaluasi kelayakan *game* budaya Luwu melalui media *game* edukasi susun kata adobe flash kelas IV SDN 35 Pammanu. Penelitian ini adalah penelitian *research and development* dengan, melakukan uji coba, mengumpulkan data dan mengamati secara langsung para siswa sebagai objek penelitian.

Jenis penelitian ini adalah R&D (Research and Development) dengan model MDLC (*Multimedia Development Life Cycle*). Penelitian ini dilakukan dengan populasi siswa kelas IV SDN 35 Pammanu, sebanyak 15 siswa, subjek uji coba adalah siswa semester II yang mempelajari mata pelajaran IPS MI/SD. Teknik pengumpulan data yang digunakan dalam penelitian ini adalah wawancara, observasi, angket validitas, dan angket kepraktisan. Dari pengumpulan data, proses pengembangan aplikasi menggunakan model pengembangan MDLC (*Multimedia Development Life Cycle*), yang terdiri dari 6 tahap: *consept, desain, material collecting, asembly, testing, dan distributioni*. Penelitian ini menemukan bahwa aplikasi ini dapat meningkatkan pemahaman siswa khususnya fundanemtal budaya luwu setelah menggunakan game ini.

Kelayakan dinilai oleh 3 orang dosen ahli yaitu ahli IT (*Information Technology*), ahli materi, dan ahli bahasa. Persentase nilai yang didapatkan dari ahli IT sebesar 82% dengan kategori valid. Persentase nilai yang didapatkan dari ahli meteri pembelajaran sebesar 90% dengan kategori valid. Persentase nilai yang didapatkan dari ahli bahasa sebesar 87% dengan kategori sangat valid.

Kata kunci: *Budaya Luwu, Game Edukasi, Media Pembelajaran, Siswa.*

ABSTRACT

Ahmiranti, 2024. "Introduction to Luwu Culture Through Educational Game Media Adobe Flash Class IV SDN 35 Pammanu Kec. North Belopa". Thesis for Madrasah Ibtidaiyah Teacher Education Study Program, Faculty of Tarbiyah and Teacher Training, Palopo State Islamic Institute. Supervised by Hj. Nursyamsi and Lilis Suryani.

This thesis discusses the sub-theme "The Beauty of Diversity in My Country" which is material raised by the author to be used in the learning media developed in this research, namely the Luwu cultural game. This research aims to: determine the results of the analysis of Luwu's cultural game needs through the educational game media Adobe Flash for class IV SDN 35 Pammanu; producing Luwu Culture educational game media adobe flash words for class IV SDN 35 Pammanu; evaluating the feasibility of the Luwu cultural game through the adobe flash educational game media for grade IV SDN 35 Pammanu. This research is research and development research by conducting trials, collecting data and directly observing students as research objects

This type of research is R&D (Research and Development) with the MDLC (Multimedia Development Life Cycle) model. This research was conducted on the population of class IV students at SDN 35 Pammanu. as many as 15 students. Meanwhile, the test subjects were 15 second semester students studying MI/SD social studies subjects. The data collection techniques used in this research were interviews, observation, validity questionnaires, and practicality questionnaires. From data collection, the application development process uses the MDLC (Multimedia Development Life Cycle) development model, which consists of 6 stages: concept, design, material collection, assembly, testing, and distribution. This research found that this application can increase students' understanding, especially the fundamentals of Luwu culture, after using this game.

Eligibility was assessed by 3 expert lecturers, namely IT (Information Technology) experts, material experts and language experts. The percentage of scores obtained from IT experts was 82% in the valid category. The percentage of scores obtained from learning materials experts is 90% in the valid category. The percentage of scores obtained from language experts was 87% in the very valid category.

Keywords: *Luwu Culture, Educational Games, Learning Media, Students.*