ABSTRAK

RANCANG BANGUN *GAME* EDUKASI AWAL BERDIRINYA
KERAJAAN MAJAPAHIT MENGGUNAKAN METODE
GAME DEVELOPMENT LIFE CYCLE

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Dalam pembelajaran sejarah secara konvensional, siswa sering merasa proses belajar membosankan sehingga dibutuhkan media pembelajaran yang interaktif dan menarik. *Role Playing Game* (RPG) cocok untuk menjadi genre *game* pembelajaran sejarah. Penelitian ini bertujuan untuk mengembangkan *game* edukasi pembelajaran sejarah berdirinya kerajaan Majapahit yang interaktif, menarik dan mudah dipahami oleh siswa SMA. RPG adalah *game* yang pemainnya memiliki peran dalam sebuah alur cerita. Pengembangan game ini menggunakan RPG Maker dengan metode *Game Development Life Cycle* (GDLC). Tahapan dalam GDLC yaitu *initiation, pre-production, production, testing, beta dan release*. Pada tahap *beta testing,* diperoleh hasil 92% (sangat baik) sehingga *game* ini interaktif, menarik dan mudah dipahami. Pengujian *pretest* dan *posttest* terhadap 20 responden yang terdiri dari siswa SMA menyatakan nilai setelah bermain *game* sebesar 88% dan nilai pembelajaran konvensional hanya 31%. Hal ini menunjukan bahwa *game* ini lebih efektif digunakan untuk media pembelajaran. *Game* dapat diunduh pada situs itch.io dan diinstal pada desktop yang menggunakan sistem operasi Microsoft Windows.

Kata kunci: GDLC, Game Edukasi, *Role Playing Game*, Sejarah Majapahit

ABSTRACT

**THE BEGINNING OF THE MAJAPAHIT EMPIRE EDUCATIONAL
GAME USING GAME DEVELOPMENT LIFE CYCLE**

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In conventional history learning, students often find the learning process boring, which requires interactive and engaging learning media. Role-Playing Game (RPG) is suitable to be used as a genre for history learning games. This research aims to develop an educational game about the history of the founding of the Majapahit Kingdom that is interactive, engaging, and easy to understand for high school students. RPG is a game where players take on roles in a storyline. The development of this game uses RPG Maker with the Game Development Life Cycle (GDLC) method. The stages in GDLC include initiation, pre-production, production, testing, beta, and release. During the beta testing stage, a score of 92% (very good) was achieved, indicating that this game is interactive, engaging, and easy to understand. Pretest and posttest evaluations with 20 high school student respondents showed that the average score after playing the game was 88%, while the score for conventional learning was only 31%. This indicates that the game is more effective for learning. The game can be downloaded from the itch.io website and installed on desktops using the Microsoft Windows operating system.

***Keywords:** GDLC, Educational Game, Role Playing Game, Majapahit History*