

ABSTRAK

Khaulah Muzzayyanatul Haqq (2026). “Pengembangan Media Pembelajaran Berbasis *Role Playing Game (RPG)*”

Penelitian ini bertujuan untuk mengembangkan media pembelajaran berbasis *Role Playing Game (RPG) Android* serta mengetahui tingkat validitas, kepraktisan, dan keefektifannya dalam pembelajaran matematika. Penelitian ini menggunakan metode *Research and Development (R&D)* dengan model ADDIE yang meliputi tahap *analysis, design, development, implementation, dan evaluation*. Produk yang dikembangkan berupa game edukasi *Android* menggunakan *RPG Maker MV* pada materi Sistem Persamaan Linear Tiga Variabel (SPLTV). Subjek penelitian adalah peserta didik kelas X SMA Darul Fatwa Jatinangor. Data dikumpulkan melalui lembar validasi ahli media dan ahli materi, angket kepraktisan peserta didik, serta tes pembelajaran untuk mengukur efektivitas media. Hasil penelitian menunjukkan bahwa media yang dikembangkan memenuhi kriteria sangat valid, sangat praktis, dan sangat efektif. Dengan demikian, media pembelajaran berbasis *RPG Android* layak digunakan dalam pembelajaran matematika.

Kata kunci: *RPG Android*, media pembelajaran, ADDIE

ABSTRACT

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This study aimed to develop an Android-based Role Playing Game (RPG) learning media and to determine its validity, practicality, and effectiveness in mathematics learning. The research employed the Research and Development (R&D) method using the ADDIE model, which consists of analysis, design, development, implementation, and evaluation stages. The developed product was an Android educational game created using RPG Maker MV on the topic of Three-Variable Linear Equation Systems (TVLES). The participants were tenth-grade students of SMA Darul Fatwa Jatinangor. Data were collected through expert validation sheets, students' practicality questionnaires, and learning tests to measure the effectiveness of the media. The results indicated that the developed media met the criteria of being highly valid, highly practical, and highly effective. Therefore, the Android-based RPG learning media is feasible to be used in mathematics learning.

Keywords: Android RPG, learning media, ADDIE model

