

## ABSTRAK

**Hikmatul Kurnia Azizah, : PEMBUATAN GAME PSYOFMENTS  
1192080031, 2023 BERORIENTASI KEMAMPUAN  
BERPIKIR TINGKAT TINGGI PADA  
MATERI SISTEM PERIODIK UNSUR**

Penelitian ini bertujuan untuk mendeskripsikan tampilan *game psyofments*, menganalisis penelitian yang digunakan yaitu *Design based Research* (DBR) dengan model pendekatan ADDIE yang terdiri dari tiga tahapan yaitu analisis, perancangan, dan pengembangan. *Game psyofments* ini merupakan aplikasi *game* berbasis android yang memuat soal materi sistem periodik unsur dengan tingkat kesukaran yang berbeda di tiap levelnya serta berorientasi kepada soal HOTS. Hasil penelitian menunjukkan tampilan *game psyofments* terdiri dari tampilan pilihan menu, tampilan kolom identitas diri, tampilan *start game*, tampilan level permainan, tampilan *reward* materi, serta tampilan skor akhir. Hasil uji validasi dari validator diperoleh rata-rata nilai  $r_{hitung}$  dari semua aspek sebesar 0,863 yang menunjukkan bahwa *game psyofments* ini valid sebagai media pembelajaran dalam materi sistem periodik unsur. Setelah media diperbaiki berdasarkan saran dari validator, kemudian dilakukan uji kelayakan kepada 11 siswa yang telah mempelajari materi sistem periodik unsur. Hasil uji kelayakan didapatkan persentase rata-rata sebesar 90% dari semua aspek sehingga dapat disimpulkan bahwa *game psyofments* berorientasi kemampuan berpikir tingkat tinggi pada materi sistem periodik unsur sangat layak digunakan sebagai media pembelajaran.

**Kata Kunci:** *Game Psyofments*, Berpikir Tingkat Tinggi, Sistem Periodik Unsur

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**: DEVELOPMENT OF PSYOFMENTS  
GAMES ORIENTED HIGH-LEVEL  
THINKING SKILLS ON PERIODIC  
SYSTEM OF ELEMENTS MATERIALS**

*This research aims to describe the appearance of psyofments game, analyze the results of the validation test, and the results of the feasibility test of psyofments game oriented to higher order thinking skills in the material of the periodic system of elements. The research method used is Design Based Research (DBR) with the ADDIE approach model which consists of three stages, namely analysis, design, and development. Psyofments game is an Android-based game application that contains questions about the periodic system of elements with different levels of difficulty at each level and is oriented towards HOTS questions. The results of the research show that the psyofments game displays consist of menu selection displays, identity column displays, start game displays, game level displays, material reward displays, and final score displays. The results of the validation test from the validator obtained an average value of rcount from all aspects of 0.863 which indicates that this psyofments game is valid as a learning media. After the media was repaired based on suggestions from the validator, then a feasibility test was carried out on 11 students who had studied the periodic system of elements. The results of the feasibility test obtained an average percentage of 90% from all aspects so that it can be concluded that psyofments game is very suitable to be used as learning media.*

**Kata Kunci:** *Psyofments Game, HOTS, Periodic System of Elements*