ABSTRAK

Desi Rahmawati, 1192080012, 2024, Pembuatan *Game Atomaze* Berorientasi Kemampuan Berpikir Tingkat Tinggi Pada Materi Perkembangan Model Atom dan Partikel Materi

Penelitian ini dilakukan dengan tujuan untuk mendeskripsikan tampilan *Game Atomaze*, menganalisis uji validasi *game Atomaze* berorientasi kemampuan berpikir tingkat tinggi pada materi perkembangan model atom dan partikel materi dan menganalisis uji kelayakan *game Atomaze* berorientasi kemampuan berpikir tingkat tinggi pada materi perkambangan model atom dan partikel materi. Untuk itu dilakukan penelitian menggunakan metode *Design Based Research* (DBR) dengan tiga tahap yaitu tahap analisis, desain, dan pengembangan. Dari hasil Penelitian diperoleh produk *game Atomaze* yang telah diuji validasi dan di uji kelayakan. Dari hasil uji validasi secara keseluruhan diperoleh r_{hitung} sebesar 0,85. Hasil uji kelayakan secara keseluruhan diperoleh persentase sebesar 90,3%. Hal tersebut menunjukkan bahwa aplikasi *game Atomaze* berorientasi kemampuan berpikir tingkat tinggi pada materi perkembangan model atom dan partikel materi sangat layak digunakan sebagai media pembelajaran.

Kata Kunci : *game Atomaze*, kemampuan berpikir tingkat tinggi, perkembangan model atom dan partikel materi

ABSTRACT

Desi Rahmawati, 1192080012, 2024, *Making the Atomaze Game Oriented to High Level Thinking Skills in Development of Atomic Models and Material Particles*

This research was carried out with the aim of describing the appearance of the Atomaze Game, analyzing validation tests for the Atomaze Game oriented towards high-level thinking skills in the development of atomic models and material particles and analyzing feasibility tests for the Atomaze Game oriented towards high-level thinking skills in the development of atomic models and material particles. For this reason, research was carried out using the Design Based Research (DBR) method with three stages, namely the analysis, design and development stages. From the research results, it was obtained that the Atomaze game product had been validated and tested for feasibility. From the overall validation test results, an r_{count} *of 0.85 was obtained. The overall feasibility test results obtained a percentage of 90.3%. This shows that the Atomaze Game application is oriented towards high-level thinking skills in the development of atomic models and material particles and is very suitable for use as a learning medium.*

Keywords: Atomaze game, high level thinking skills, development of atomic models and material particles