

Pantura Keras: Multiple Ending Story Game to Mitigation Sinking City in Pantura Jawa

Sajid Suhla Amilul Haq^[1], Pradeepasha^[2]

¹Madrasah Aliyah Negeri 2 Kudus
email: sajidshlaamilulhaq123@gmail.com

²Madrasah Aliyah Negeri 2 Kudus
email: anggota_1@xyz.ac.id

Abstrak

Banjir pesisir terjadi karena kenaikan gelombang air laut dan penurunan lahan di darat yang sering terjadi di daerah pesisir seperti Pesisir Pantai Utara Jawa yang dapat diupayakan dengan memberikan pengetahuan mitigasi kepada anak-anak dan remaja melalui sebuah game atau permainan edukatif yang menarik dengan memberikan pengalaman maksimal dalam menjalankan alur cerita. Penelitian ini bertujuan untuk 1) Mengetahui cara pembuatan game edukatif Pantura Keras, 2) Mengkaji alur cerita game edukatif Pantura Keras yang dapat meningkatkan Kesadaran Penanggulangan Bencana, 3) Menganalisis kualitas game edukatif Pantura Keras berdasarkan ISO 25010 yang mencakup aspek functional suitability, compatibility, dan usability, 4) Menganalisis pemahaman dan dampak positif yang ditimbulkan Pantura Keras pada subjek pemain. Penelitian ini menggunakan model penelitian pengembangan atau Research and Development dengan metode ADDIE yang terdiri atas Analisis Kebutuhan, Design Treatment, Development mencakup visual development, Implementation melalui game development, dan Evaluation. Hasil wawancara terhadap narasumber menyatakan bahwa kesadaran penanggulangan bencana banjir pesisir atau rob sudah ada, tetapi diperlukan dukungan lebih dari perangkat desa, pemerintah Kecamatan, Kabupaten, Provinsi, hingga pemerintah pusat. Hasil pengujian ISO 25010 pada aspek 1) Functional suitability dengan hasil 92% dinyatakan "Sangat Layak" 2) Compatibility dengan hasil 73,3% dinyatakan "Cukup Layak" 3) Kelayakan media dengan hasil 81,25% dinyatakan "Layak" 4) Usability dengan hasil 81,14% dinyatakan "Layak" dan secara keseluruhan mendapatkan nilai 81,92% dinyatakan "Layak". Diharapkan game edukatif Pantura Keras: Multiple Ending Story Game to Mitigation Sinking City in Pantura Jawa dapat dikembangkan hingga maksimal hingga perilisasi dalam aplikasi unggah game dan penelitian ini bisa menjadi rujukan bagi penelitian pengembangan game edukatif berbasis Android.

Kata Kunci: *Pantura Keras, Multiple Ending Story, Game Edukatif, Android*

Pantura Keras: Multiple Ending Story Game to Mitigation Sinking City in Pantura Jawa

Sajid Suhla Amilul Haq^[1], Pradeepasha^[2]

¹Madrasah Aliyah Negeri 2 Kudus
email: sajidsuhlaamilulhaq123@gmail.com

²Madrasah Aliyah Negeri 2 Kudus
email: anggota_1@xyz.ac.id

Abstrak

Coastal flooding occurs due to rising sea waves and land subsidence that often occurs in coastal areas such as the North Coast of Java which can be pursued by providing mitigation knowledge to children and adolescents through an interesting educational game or game by providing maximum experience in running the storyline. This study aims to 1) Find out how to make Pantura Keras educational games, 2) Study the storyline of the Pantura Keras educational game which can increase Disaster Management Awareness, 3) Analyze the quality of Pantura Keras educational games based on ISO 25010, which includes aspects of functional suitability, compatibility, and usability, 4) Analyzing the understanding and positive impact of Pantura Keras on the subject of players. This study uses a research development model or Research and Development with the ADDIE method consisting of Needs Analysis, Design Treatment, Development including visual development, Implementation through game development, and Evaluation. The results of interviews with informants stated that awareness of coastal flood or rob disaster management already exists. Still, more support is needed from village officials, sub-district governments, districts, provinces to the central government. The results of the ISO 25010 test on aspects 1) Functional suitability with a result of 92% declared "Very Eligible" 2) Compatibility with a result of 73.3% declared "Eligible Enough" 3) Feasibility of media with a result of 81.25% declared "Eligible" 4) Usability with the result that 81.14% was declared "Eligible" and overall getting a score of 81.92% was declared "Eligible." It is hoped that the educational game Pantura Keras: Multiple Ending Story Game to Mitigation Sinking City in Pantura Jawa can be developed to a maximum until its release in a game upload application, and this research can be a reference for research on the development of educational games based on Android.

Keywords: *Pantura Keras, Multiple Ending Story, Educational Game, Android*