

ABSTRAK

Syifa Dewi Ardhiyanti. 1172080083. 2021. Pengembangan *Game* Edukasi “*ChemEscape*” Berorientasi Literasi Kimia pada Materi Koloid

ChemEscape adalah *puzzle* berbentuk ruang pelarian yang berisikan persoalan mengenai materi kimia atau penggabungan empat ruang teka-teki kimia yang digunakan dalam desain *battle box*. *Game* edukasi *ChemEscape* merupakan suatu media pembelajaran yang terdiri dari empat ruang permainan, antara lain: ruang pertama berupa permainan *crossword*, ruang kedua berupa permainan *Index Card Match* (ICM), ruang ketiga berupa permainan *box question*, dan ruang keempat berupa permainan melakukan eksperimen. Selain itu, *game* edukasi *ChemEscape* ini dilengkapi dengan soal-soal yang berupa tantangan permainan dan papan informasi yang berkaitan dengan materi koloid. Penelitian ini bertujuan untuk mendeskripsikan tampilan *game* edukasi *ChemEscape* berorientasi literasi kimia serta mengetahui hasil validasi dan kelakannya. Penelitian ini dirancang menggunakan model pengembangan ADDIE dengan 4 tahapan, yaitu: *analysis*, *design*, *development*, dan *implementation*. Hasil uji validasi media mendapatkan rata-rata nilai r_{hitung} dari berbagai aspek sebesar 0,84 yang dinyatakan valid. Sedangkan pada hasil uji kelayakan yang dilakukan kepada responden, menunjukkan bahwa *game* edukasi *ChemEscape* berorientasi literasi kimia ini sangat layak dengan nilai persentase rata-rata sebesar 88%.

Kata kunci: Media pembelajaran, *game* edukasi *ChemEscape*, koloid

ABSTRACT

Syifa Dewi Ardhiyanti. 1172080083. 2021. Pengembangan *Game* Edukasi “*ChemEscape*” Berorientasi Literasi Kimia pada Materi Koloid

ChemEscape is a puzzle shaped escape room that contains problems regarding chemistry or the combination of four chemical puzzle rooms used in the design of the battle box. The educational game *ChemEscape* is a learning medium consisting of four game rooms, including: the gem room in the form of a crossword game, the second room in the form of an Index Card Match (ICM) game, the third room in the form of a question box game, and the fourth room in the form of an experimentation game. In addition, this educational game *ChemEscape* is equipped with questions in the form of game challenges and information boards related to colloidal material. This study aims to describe the appearance of the educational game *ChemEscape* oriented to chemical literacy and to find out the results of its validation and later. This study was designed using the ADDIE development model with 4 stages, namely: analysis, design, development, and implementation. The results of the media validation test get an average value of rcount from various aspects of 0.84 which is declared valid. Meanwhile, the results of the feasibility test conducted on the respondents showed that the educational game *ChemEscape* oriented to chemical literacy was very feasible with an average percentage value of 88%.

Keywords: *Learning medium, ChemEscape educational game, colloid*