

ABSTRACT

DESIGN AND DEVELOPMENT OF RICE PLANTING EDUCATIONAL GAME WITH TRADITIONAL AGRICULTURAL EQUIPMENT USING THE MULTIMEDIA DEVELOPMENT LIFE CYCLE (MDLC) METHOD

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BUMDes Berkah Makaryo Karangnangka Village manages the Food Security Educational Tourism Area with the theme of educational tourism in agriculture. One of the rides in the educational tour is the food security museum. This museum contains traditional farming tools and educational games. The background to the construction of this museum is because, based on observations made by BUMDes, there are still many children who do not understand the process of planting rice to become rice. The selection of games to complement the museum is intended so that children can understand the process of planting rice using traditional farming tools. Therefore, this study aims to measure children's understanding of the process of planting rice to become rice through an educational game about simulating rice planting using traditional farming tools by applying the Multimedia Development Life Cycle (MDLC) method. This method includes stages such as determining the concept, making the design, collecting materials, assembling, testing, and distribution. This research produced an educational game called 'My Little Rice Fields' which was tested using the System Usability Scale (SUS) questionnaire which produced an average value of 84.473. Analysis of the results of measuring children's understanding of the process of planting rice found that 92% of children understood the process of planting rice to become rice, so based on this analysis this educational game was well received by children. After the educational games have been tested, the games are distributed to BUMDes to complete museum facilities and can be used by children.

Keywords: BUMDes, Educational Games, Traditional Agricultural Tools, MDLC, Android