

ABSTRACT
DESIGN OF EDUCATIONAL GAME INTRODUCTION TO WOMEN'S
NATIONAL HEROES USING ADOBE ANIMATE FOR ELEMENTARY
SCHOOL WITH ADDIE METHOD

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Many do not know that heroes in Indonesia are not only men but women also participate in the struggle and act as heroes in Indonesia, female heroes are also very instrumental for Nusa and the Nation. The development of technology is now increasingly advanced, for example, mobile phones are owned by every group such as children, teenagers to the elderly. Mobile phones can also be used as entertainment media such as games that can increase children's interest in learning who tend to like animated images and can increase knowledge, so learning is not too saturated. This study aims to develop an educational game that can introduce national female heroes using the ADDIE (Analysis, Design, Development, Implementation, Evaluation) method. This development method has a focus or emphasis on iteration and reflection, so that continuous improvement can be made that focuses on feedback. Software testing techniques that are focused on functional specifications and usability testing on a Likert scale using ten questions using a questionnaire. Blackbox testing can get results that the functionality of this game is successful. Likert scale questionnaire testing can produce successful data this game can be a learning medium. The results of the study explain that P1 has the highest percentage with a score of 120 which produces an average value of 96% of students interested in the Heroine game, while the lowest percentage value is found in P2 with a score of 106 which produces an average score of 85%. Educational games introducing female heroes can be used as learning media to introduce national female heroes to children and students.

Keywords: ADDIE, Adobe Animate CC, Blackbox, Educational Games, Heroes, Usability Testing, Likert Scale