

## ABSTRAK

Penelitian ini bertujuan untuk mengetahui proses pengembangan dan kelayakan *Game Edukasi Crossword Puzzle (Crozzle) Chemistry* Berbasis Android Materi Kimia Unsur Kelas XII SMA/MA yang dikembangkan sebagai media pembelajaran kimia. Jenis penelitian ini adalah penelitian dan pengembangan (*Research and Development*) dengan model ADDIE (*Analysis, Design, Development, Implementation, and Evaluation*). Pada penelitian ini hanya menggunakan empat tahapan yaitu analisis (*analysis*), desain (*design*), pengembangan (*development*) dengan dilakukan evaluasi (*evaluation*) pada setiap tahapnya. Subjek pada penelitian ini adalah peserta didik kelas XII MIPA sebanyak 3 orang pada uji coba perorangan dan 12 peserta didik pada uji coba terbatas serta 2 praktisi pembelajaran kimia (guru). Kelayakan *game* edukasi *Crozzle Chemistry* berdasarkan penilaian Ahli Materi diperoleh rerata skor 4,82 yang termasuk dalam kategori “Sangat Layak”, penilaian Ahli Media diperoleh rerata skor 4,43 yang termasuk dalam kategori “Sangat Layak”, penilaian Praktisi pembelajaran kimia (guru) diperoleh rerata skor 4,64 termasuk dalam kategori “Sangat Layak”, respon peserta didik pada uji coba perorangan diperoleh rerata skor 4,74 yang termasuk dalam kategori “Sangat Layak”, dan respon peserta didik pada uji coba terbatas diperoleh skor 4,47 yang termasuk dalam kategori “Sangat Layak”. Berdasarkan skor tersebut dapat disimpulkan bahwa media *Game Edukasi Crozzle Chemistry* ini sangat layak digunakan sebagai media pembelajaran kimia.

Kata Kunci: *Game Edukasi, Crossword Puzzle Chemistry, Kimia Unsur, Android, ADDIE*

## ABSTRACT

This study aims to find out the development process and the feasibility of the Android-based Crossword Puzzle (Crozzle) Chemistry Educational Game for Elemental Chemistry Class XII SMA / MA which was developed as a chemistry learning media. This research is research to development with the ADDIE model (Analysis, Design, Development, Implementation, and Evaluation). In this study has four stages to used that is analysis, design, development with evaluation at each stage. The subjects in this study is 3 students of class XII MIPA in individual trials and 12 students in limited trials and 2 practitioners of chemistry learning (teachers). The feasibility of the Crozzle Chemistry educational game based on the Material Expert's assessment obtained a mean score of 4.82 which was included in the "Very Feasible" category, the Media Expert's assessment obtained an average score of 4.43 which was included in the "Very Feasible" category, the assessment of Chemistry Learning Practitioners (teachers) was obtained. The mean score of 4.64 was included in the "Very Eligible" category, the response of students in the individual trial obtained an average score of 4.74 which was included in the "Very Feasible" category, and the responses of students in the limited trial obtained a score of 4.47 which included in the "Very Feasible" category. Based on the score, it can be concluded that the Crozzle Chemistry Educational Game media is very suitable for use as a medium for learning chemistry.

Keywords: Educational Games, Crossword Puzzle Chemistry, Elementary Chemistry, Android, ADDIE

