

ABSTRAK

MUH. IKHSAN. *Game Edukasi Lingkungan Pemilihan Membuang sampah Berbasis Android.* Skripsi. Program Studi informatika, Jurusan Teknik Informatika, Fakultas Teknik. Universitas Muhammadiyah Makassar (Dibimbing oleh Titin Wahyuni dan Lukman Anas).

Penggunaan media pembelajaran kebersihan lingkungan di SMP Al-Ihsan Lekopancing belum maksimal. cara mengajar guru mengenai lingkungan kepada siswa masih menggunakan metode lama. Meskipun saat ini sudah banyak sarana pembelajaran kebersihan lingkungan hidup tapi sangat kurang efisien, oleh karena itu dibutuhkan sesuatu sarana pembelajaran alternatif yg menarik dan tidak membosankan dan menambah pengetahuan pada Perbedaan jenis-jenis sampah, di era kemajuan teknologi telepon seluler menggunakan sistem operasi *android*. Aplikasi “*Take Trash Education*” adalah aplikasi yang meningkatkan minat belajar Siswa Smp dengan menggunakan media game edukasi dan Memberikan pengetahuan tentang Jenis-Jenis sampah. Penelitian ini bertujuan untuk Menggunakan game sebagai media pembelajaran yang dapat mengedukasi Kepada anak – anak tentang Pengenalan Jenis-Jenis sampah dan mengetahui respons pemakai terhadap Game edukasi lingkungan berbasis *android*. *Game* edukasi yang di bangun genrenya *Clean The City*. Instrumen yang dipakai di penelitian ini ialah lembaran *kuesioner* evaluasi. Berdasarkan hasil penelitian, *game Take Trash Education* masuk dalam kategori Baik dengan skor 75,63% setelah dimainkan, dan pengetahuan siswa Smp Al-Ihsan Lekopancing tentang game edukasi Cukup Baik dengan skor 60,74% sebelum memainkan game melalui penilaian *kuesioner*. Hasil yang diperoleh mengikuti uji coba aplikasi menyangkut 16 siswa dan siswi kelas VII SMP AL-IHSAN LEKOPANCING dalam *game* edukasi lingkungan berbasis *android* berada pada kategori Baik.

Kata Kunci: *Game* edukasi, Lingkungan, Pemilihan Sampah, Berbasis *Android*.

ABSTRACT

MUH. IKHSAN. *Environmental Education Game Selection Throw Trash Based on Android. Thesis. Informatics Study Program, Department of Informatics Engineering, Faculty of Engineering. University of Muhammadiyah Makassar (Supervised by Titin Wahyuni and Lukman Anas).*

The use of environmental hygiene learning media at Al-Ihsan Lekopancing Junior High School has not been maximized. The way teachers teach about the environment to students still uses the old method. Although there are currently many learning facilities for environmental cleanliness but it is very inefficient, therefore an alternative learning tool is needed that is interesting and not boring and adds knowledge to the different types of waste, in the era of advances in cellular phone technology using the Android operating system. The application "Take Trash Education" is an application that increases the interest in learning junior high school students by using educational game media and providing knowledge about the types of waste. This study aims to use games as a learning medium that can educate children about the introduction of types of waste and find out the user's response to Android-based environmental educational games. An educational game built on the Clean The City genre. The instrument used in this study was an evaluation questionnaire sheet. Based on the results of the study, the Take Trash Education game was included in the Good category with a score of 75.63% after being played, and the knowledge of Al-Ihsan Lekopancing Junior High School students about educational games was quite Good with a score of 60.74% before playing the game through questionnaire assessment. The results obtained following the application trial concerning 16 students and students of grade VII SMP AL-IHSAN LEKOPANCING in an Android-based environmental education game are in the Good category.

Keywords: Educational game, Environment, Garbage Selection, Android based.