

ABSTRAK

PEMBELAJARAN BAHASA ISYARAT BISINDO DASAR BERBASIS GAME EDUKASI DI SEKOLAH LUAR BIASA NEGERI BANJARNEGARA

Tyas Sotya

Pembelajaran BISINDO (Bahasa Isyarat Indonesia) dilakukan dengan praktik langsung di kelas Sekolah Luar Biasa, karena COVID-19 maka pembelajaran BISINDO menerapkan pembelajaran daring dengan merekam gerakan BISINDO oleh guru kemudian diunggah pada *group chat*, tetapi video mengalami penurunan resolusi dan menghambat pembelajaran siswa. Penelitian ini mengembangkan media pembelajaran *game* edukasi berbasis Android guna menunjang dalam pembelajaran BISINDO untuk siswa kelas 4 dan 5 Sekolah Luar Biasa Negeri Banjarnegara. *Game* dibuat menggunakan metode pengembangan *Game Development Life Cycle* dan metode penelitian menggunakan metode pengujian *game* terhadap 2 kelompok gabungan kelas 4 dan 5 Sekolah Luar Biasa Negeri Banjarnegara. Hasil dari penelitian menunjukkan nilai rata – rata kuis kelompok 1 yang diberi perlakuan mencoba menu belajar dan bermain sebelum mengerjakan kuis yaitu 67,2 lebih unggul daripada nilai rata – rata kelompok 2 yang hanya mencoba menu kuis yaitu 61,25, hal ini menunjukkan bahwa penelitian pengembangan *game* edukasi Safari bersama Lia dapat menunjang pembelajaran BISINDO dasar.

Kata kunci: Bahasa Isyarat, BISINDO, *Game Development Life Cycle*, *Game* Edukasi.

ABSTRACT

THE GAMIFICATION OF BASIC BISINDO SIGN LANGUAGE LEARNING IN BANJARNEGARA STATE SPECIAL SCHOOL

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BISINDO (Indonesian Sign Language) learning is carried out by direct practice in the Special School class, because of Covid-19 BISINDO learning applies online learning by recording BISINDO movements by the teacher and then uploading it to group chat, but the video has decreased resolution and hampers student learning. This research develops Android-based educational game learning media to support BISINDO learning for grade 4 and 5 students of Banjarnegara State Special School. The game was made using the Game Development Life Cycle method and the research method used the game testing method on 2 combined groups of 4th and 5th grade of Banjarnegara State Special School. The results of the research showed that the average value of the quiz of group 1 which was given the treatment of trying the learning and playing menu before taking the quiz which was 67,2 was superior to the average value of group 2 which only tried the quiz menu which was 61,25, this shows that educational game development research Safari with Lia can support basic BISINDO learning.

Keywords: *BISINDO, Educational Game, Game Development Life Cycle, Sign Language.*