

FAKULTAS TEKNOLOGI INFORMASI
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Tugas Akhir Sarjana Komputer

**PENERAPAN METODE VISUAL STORYTELLING PADA
GAME EDUKASI SEJARAH**

**“PERTEMPURAN 5 HARI DI SEMARANG ” BERBASIS
VISUAL NOVEL**

ABSTRAK

Game merupakan salah satu permainan yang dimainkan oleh berbagai pemain dengan berbagai genre salah satunya visual novel. Game visual novel merupakan game dengan visualisasi alur cerita dan interaksi terhadap pemain yang cukup mudah dipahami. Namun fungsi game belum maksimal dimanfaatkan sebagai media komunikasi terutama dalam mengkomunikasikan sejarah Indonesia kepada generasi muda. Sejarah Indonesia sendiri masih jarang sekali diketahui oleh generasi muda dan juga sejarah sendiri sangat kaku untuk dipelajari oleh anak-anak.

Penelitian ini menggunakan metode decision tree pada game edukasi berbasis visual novel agar generasi muda lebih tertarik pada sejarah Indonesia. Metode decision tree merupakan salah satu yang cocok untuk diterapkan pada penelitian ini dikarenakan saat user dapat memahami alur cerita yang dimainkan sesuai pemainannya. Game ini memiliki keunggulan dalam penyampaian sebuah cerita dan memiliki alur yang dapat berubah-ubah sesuai pilihan pemain. Hasil yang diperoleh dari penelitian ini adalah menjadikan game edukasi lebih menarik dan interaktif bagi anak-anak.

Kata kunci : decision tree, game edukasi, visual novel

ABSTRAK

In mathematics learning which contains numbers and formulas is a common thing that happens to students, whereas when students are presented with visual novel-based educational games that have animation and attractive visual images, students can enjoy learning mathematics to be fun. Games with educational themes have had quite a lot of development, but it is different with the use of visual storytelling methods and based on visual novels, so educational

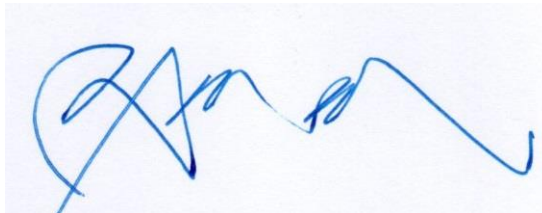
games that tend to see learning immediately begin to be replaced with stories that are coherent according to the basis of the visual novel. The mathematics subject itself is well known for its difficulties, because it only has one definite answer and a formula that must be processed without errors, so how to build a learning model in a visual novel based educational game uses the visual storytelling method so that students easily understand mathematics lessons.

This research aims at the application of the visual storytelling method in math education games, visual novel games that have the advantage of telling a story and have features in the form of a plot to use a changing storyline and will be used to determine the level of understanding of players in mathematical material, to maximize delivery. the material and knowing the level of understanding of the material, it was concluded that the use of the visual storytelling method in a visual novel based mathematical educational game.

Keyword : decision tree, educational games, visual novel

Mengetahui :

Pembimbing 1

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(Dr.Edy Winarno, S.T.,M.Eng)