

INTISARI

Saat ini banyak generasi muda Islam yang lupa akan pentingnya ibadah dan lebih mengejar kehidupan duniawi. Padahal melakukan kegiatan ibadah sangatlah penting. Sayangnya, pentingnya kegiatan ibadah tidak berbanding lurus dengan tingkat kesadaran generasi muda Islam. Seharusnya generasi muda Islam harus tetap menjalankan kewajiban ibadahnya seperti sholat, sedekah, membaca Al-qur'an, dan menjauhi segala larangan-Nya.

Tujuan dari penelitian ini adalah untuk merancang *game* berbasis *desktop* dengan menggunakan konsep *Game-Based Learning* untuk generasi muda Islam dalam membantu menyeimbangkan kegiatan duniawi dan akhirat. Setelah pengetahuannya meningkat, diharapkan tingkat kesadarannya dalam pentingnya ibadah juga meningkat.

Berdasarkan hasil pengujian *pre-test* dan *post-test* yang dilakukan sebelum dan sesudah mereka bermain *game* edukasi Budi Sang Perantau, dapat disimpulkan bahwa *game* edukasi tersebut telah berhasil meningkatkan pengetahuan generasi muda Islam tentang kegiatan ibadah khususnya tentang doa-doa Islam. Hal ini terbukti melalui nilai tes mereka yang cenderung meningkat antara sebelum dan sesudah memainkan *game* tersebut. *Game* edukasi tersebut juga terdapat potensi dalam peningkatan kesadaran yang masih inkonklusif. Hal ini terbukti melalui 50% partisipan yang menjawab soal *pre-test* dan *post-test* mereka. Terdapat sebuah perbedaan yang awalnya pertanyaan tentang kegiatan sehari-hari mereka tidak menyebutkan kegiatan ibadah seperti sholat, membaca Al-qur'an, dan sedekah, kemudian setelah bermain *game* edukasi tersebut jawaban partisipan berubah.

Kata Kunci: *Game* Edukasi, *Game-Based Learning*, RPG Maker VX Ace, Ibadah.

ABSTRACT

Today many young Muslims who forget the importance of worship and more pursuing worldly life. Whereas doing worship is very important. Unfortunately, the importance of worship activities is not directly proportional to the level of awareness of the younger generation of Islam. Should the younger generation of Islam must keep their religious duties such as praying, alms, reading the Qur'an, and away from all his restrictions.

The purpose of this research is to design a desktop-based game using the concept of Game-Based Learning to help the younger generation of Islam in balancing the world and the hereafter. After his knowledge increases, it is expected that his level of awareness in the importance of worship also increases.

Based on the results of pre-test and post-test tests conducted before and after they play educational games Budi Sang Perantau, it can be concluded that the educational game has succeeded in increasing the knowledge of young Muslims about the activities of worship, especially about Islamic prayers. This is evident through the value of their tests that tend to increase between before and after playing the game. The educational game also has potential for inclusive awareness-raising. This is evident through 50% of participants who answered their pre-test and post-test questions. There is a difference that initially questions about their daily activities do not mention worship activities such as prayer, reciting Al-Quran, and alms, then after playing the educational game the participant's answers changed.

Keywords: Educational Game, Game-Based Learning, RPG Maker VX Ace, Worship